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Brett Skogen
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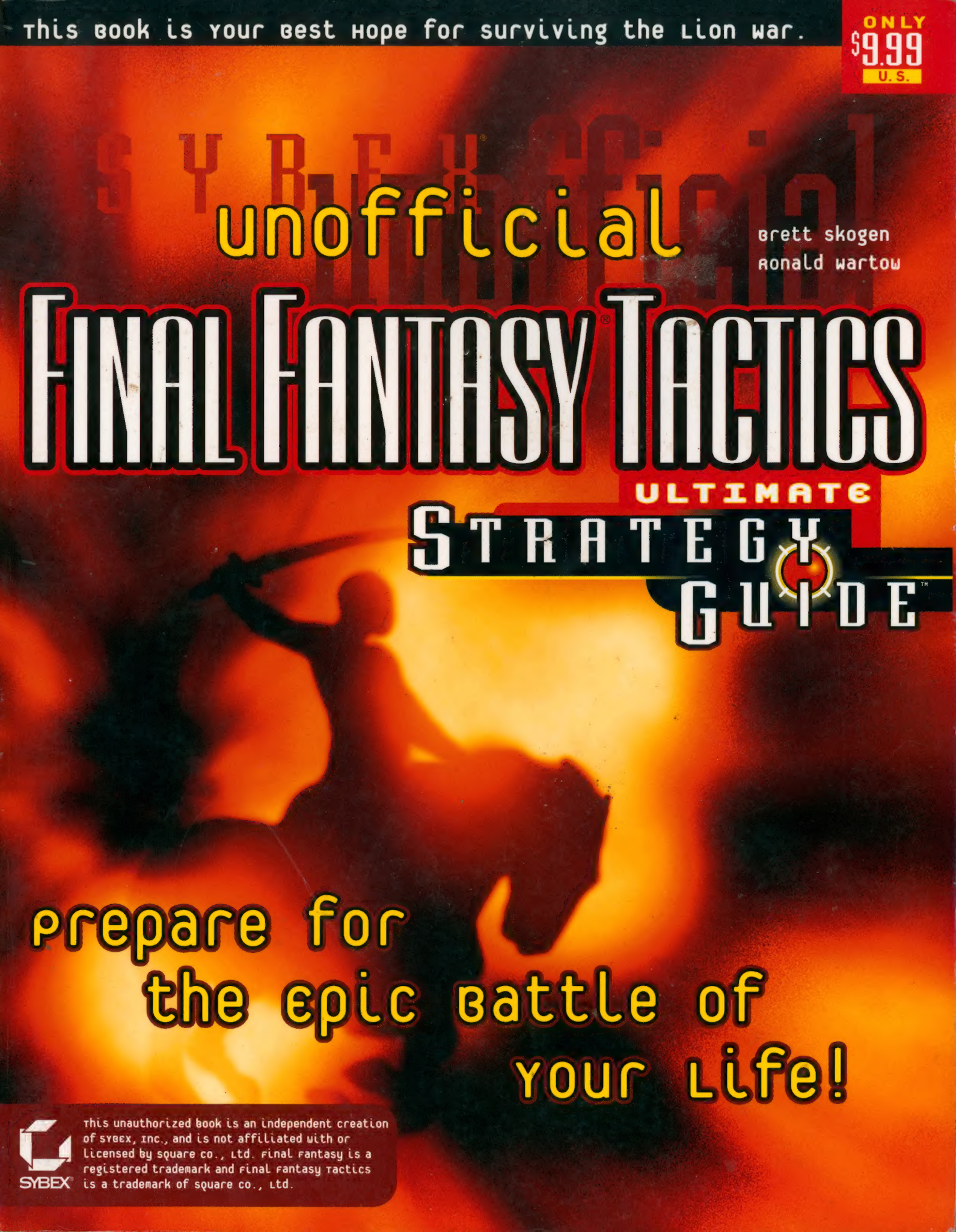

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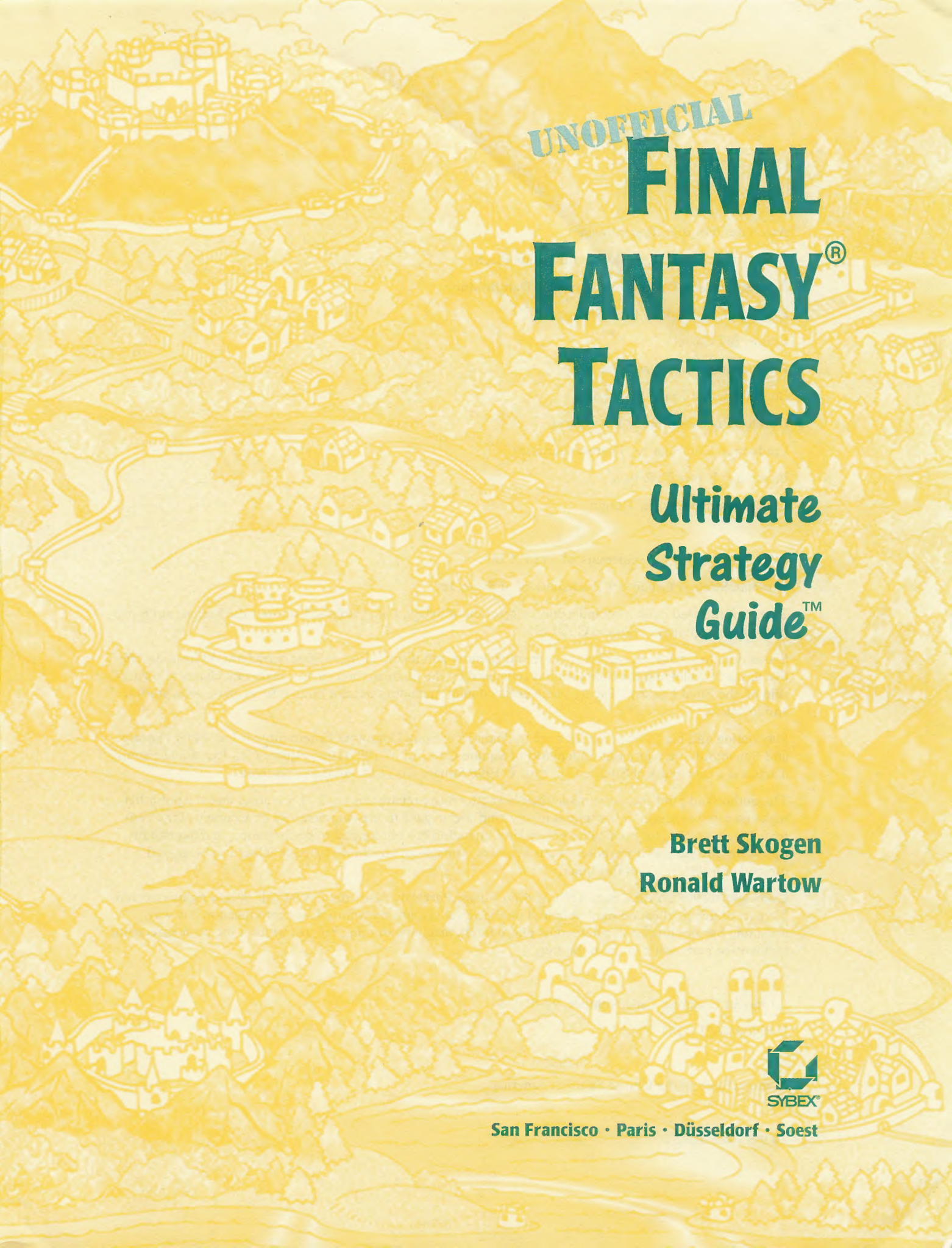

UNOFFICIAL

FINAL FANTASY® TACTICS

Ultimate Strategy Guide™

Brett Skogen
Ronald Wartow

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Associate Publisher: Roger Stewart

Contracts and Licensing Manager: Kristine Plachy

Acquisitions and Publications Manager: Dan Brodnitz

Developmental Editor: Brett Skogen

Editor: Bill Cassel

Project Editor: Jonathan Loucks

Book Designer: Franz Baumhackl

Desktop Publisher: Franz Baumhackl

Production Coordinator: Theresa Gonzalez

Illustrator: Kione Ebalaroza

Cover Designer: Archer Design

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To my cousin Alec,

unfairly taken, pax en celetio.

—Ron Wartow

To the schmoopies of the year:

Rob, Tracy, Tyler, Dylan, and Aaron.

—Brett Skogen

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Introduction

Congratulations! You've found *the* key to success in the combat-filled world of *Final Fantasy Tactics*. You'll need all the help you can get to amass an army, equip it for war, then fight crafty opponents on complex 3D battlefields. Luckily, you won't be alone—this trusty guide has all the facts, strategies, and secrets you'll need to have the upper hand in every battle and keep frustration to an absolute minimum.

Final Fantasy Tactics busted out in Japan in the summer of 1997 and topped the sales charts there for months. The success of *Tactics* in Japan made the U.S. release in January 1998 much-anticipated. In fact, in RPG circles, the huge U.S. release of *Final Fantasy Tactics* was awaited with a fervor second only to that accompanying the U.S. release of *Final Fantasy VII* five months earlier!

Final Fantasy Tactics isn't your typical RPG. Part role-playing, part strategy, *Tactics* sucks you into a unique, intensely visual world featuring a compelling story and furious magical and melee combat with hundreds of characters. Traditional Japanese RPGs emphasize the adventuring and storytelling aspects more than the fighting along the way. In *Tactics*, however, the combat, preparation for combat, and necessary character building provide the bulk of the gameplay.

Thus, *Final Fantasy Tactics* requires much more strategy than the typical RPG, both in preparation and in execution. Like a football coach, you'll need to manage the careers of your forces, equip them, choose which fighters to use for a particular battle, then lead them on the field as the contest unfolds. But like a coach, think of your characters as a team rather than a collection of individuals for long-term success. A group of all attackers is weak—it'll take a delicate balance between attackers and healers, as well as melee and magic, to make a winning team.

There's never a dull moment in *Final Fantasy Tactics,* and it'll take all of your brain cells to get through it. It's one tough game. So before you don the robes of the adventurous Ramza, make yourself at home with this trusty companion and learn some of the ropes, Or, dive in till you get in over your head, then pick up this book to save the day. Here's to a great adventure!

NOTE *The Final Fantasy Tactics game manual is the best resource for information on the basic aspects of gameplay. It covers the basics well enough that they won't be repeated in this strategy guide.*

What's in This Book

Part I: Survival Guide

Victory in *Final Fantasy Tactics* does not come easy. Only after a long, intense, and treacherous journey will you and your alter ego, Ramza, be able to claim victory. The scores of battles along the way are no strolls in the park. You'll go head-to-head with murderous bosses, feral monsters, and despicable villains, and you'll need to master complex, chess-like strategies to come out alive.

The four chapters in Part I will enlighten you regarding every important aspect of the strategy/adventure. Think of this as your boot camp for the long road ahead.

Chapter 1, "Basic Training," introduces the main characters and the world, and gives you a primer on the important character attributes that mean the difference between life and death in battle.

Chapter 2, "Of Jobs and Abilities," spells out everything you'd want to know about the important task of managing the game's jobs and abilities system.

Chapter 3, "Jobs at a Glance," provides the straight dope on all 19 common jobs.

Chapter 4, "Battle Banter," covers the most critical aspect of gameplay: battling. Without the crafty strategies in this chapter, you're toast.

Part II: Battle Walkthroughs

These battle walkthroughs are pithy and succinct strategy guides for each of the 53 stages you'll have to clear if you wish to conquer *Final Fantasy Tactics*. Rely on this wisdom to plan your approach to every battle.

In Chapter 5, "The Meager," the Lion Wars begin. Get Ramza and Delita moving on the right path.

Things really begin to heat up for Ramza in Chapter 6, "The Manipulator & the Subservient," as he finds out the truth about his brother. The Zodiac Stones start to make an impact, and the Lion Wars are in full swing.

Nothing is as it seems in Chapter 7, "The Valiant." War spreads and Ramza and the heroes walk a narrow path through the furious frays.

In Chapter 8, "Somebody to Love," *Final Fantasy Tactics* rolls into its toughest and final phase, speeding toward the breathtaking conclusion. *Final Fantasy* fanatic fans will want to check out the interesting optional quest to locate and recruit Cloud!

Save before You Leap!

Final Fantasy Tactics takes 50 to 100 hours to beat—and remember, if Ramza dies, it's "Game Over."

Fortunately, the standard PlayStation memory card holds a generous 15 saved-game slots for *Final Fantasy Tactics*. Save the game at any favorable position when you're in World Map mode. Remember, once a battle has started, it's too late to save the game. If disaster befalls Ramza and the dreaded "Game Over" screen appears, choose a saved game to pick up where you left off.

WARNING ***Without a PlayStation memory card, saving games in Final Fantasy Tactics will not be possible. Exercise extreme caution when you save a game over another, because the later save will completely obliterate the earlier one.***

The RPGers of the world have come up with a list of the best places to save a game. Maybe you can add to the list, but for now, check these out:

- **The "Whew!" Slot**—Use this slot after completing a particularly difficult or tricky portion of the game, like Stage 4, Slums of Dorter, which is the first really tough battle of the game.
- **The "Uh Oh!" Slot**—Employ this slot when the fighting party is about to enter any game location that has previously proved impassable. If you successfully complete the location, save the game in the "Whew!" slot.
- **The "I Take It Back!" Slot**—Use this slot right before a large monetary outlay for weapons, items, or recruits, or before a large expenditure of Experience Points. If it turns out to have been a bad idea, you can just go back to the saved game.
- **The "Not the Opening Scene Again!" Slot**—After beginning a new game, save right away after the fascinating, but lengthy, opening scene. That way, if you do badly right from the start, you can load the saved game and play without going through all the opening scenes over and over again.

Part I

SURVIVAL GUIDE

Gamers prepare! *Final Fantasy Tactics* continues the rich *Final Fantasy* tradition by adding innovative new game elements to the traditional RPG genre. Yet because of these innovations, Tactics requires some gaming skills not needed in traditional RPGs—like strategic character movement, team strategy, and tactical attack in battles.

That's where Part 1 of this book comes in. These four chapters will help you acquire the strategic knowledge and tactical savvy you'll need to have a fighting chance on the battlefield. Even after you've played the game for a while, you may want to come back to these chapters to hone your skills. You'll need to operate at a very efficient level if you hope to ever get through *Final Fantasy Tactics*.

Chapter 1

Basic Training

Final Fantasy Tactics takes place in a vast, wondrous world. It would be an even more wonderful world if it weren't for the constant bickering and civil wars. As the game opens, Ivalice has concluded its 50 Year War with neighboring country Odallia, but now the individual fiefdoms within Ivalice are at odds for control. Can you say treachery?

Subtitled "The Zodiac Brave Story," *Final Fantasy Tactics* involves the Zodiac Stones that once belonged to warriors known as the Zodiac Braves. *Final Fantasy Tactics* plays out in the course of over 50 successive battles, all important to the plot. These battles are grouped into four distinct crusades, or chapters. The main hero, Ramza, must find the Zodiac Stones and return Ivalice to everlasting stability and harmony.

Our Hero

You play as the reluctant hero Ramza Beoulve. You'll guide him on his quests, aided by important and powerful friends—called guests—who stand by his side in battle and at the negotiating table.

WARNING ***Never, ever, forget this unshakable rule of thumb: If Ramza ever dies in battle, and either he is not revived or the battle is not won within three turns after he falls, the game is over. Period. No exceptions.***

Ramza assumes the role of hero reluctantly; he is drawn into the story when he witnesses the abduction of Princess Ovelia. It is this event that sparks the War of the Lions, the conflict that's at the heart of *Final Fantasy Tactics*. One of Ramza's childhood friends, Delita, takes more eagerly to the role of hero and, as you'll find out, becomes the true hero of our story.

However, the story will not progress if Ramza, under your direction, doesn't succeed in his main mission: To assemble a balanced team of 16 fighters, starting from a group of Level 1 rank amateurs. With careful training and resource management, you must turn Ramza and teammates from journeymen to masters. How? With each successful task on the battlefield—whether it's flinging an arrow through an enemy's heart or casting a healing white magic spell on an ailing friend—a unit earns experience and job points. Once the battle's over, the unit's job points can buy any of hundreds of new abilities, including attacks, spells, defenses, and counterattacks. Also, you can change the job category of any of your troops, provided they have gained the required experience points to take on the new position. If your Squires and Chemists aren't quickly moving up to become Archers, Knights, Mages, and Ninjas they won't be able to properly protect Ramza—and without Ramza, the game's over.

Opposing Ramza and friends are a host of villainous special characters. These are mainly important rivals from the country's other states. Accompanying these scoundrels are hordes of loathsome monsters, probably escapees from genetic experiments gone mad. Your interaction with the special characters advances the *Final Fantasy Tactics* story. The monsters, on the other hand, are just nuisances and royal pains in the neck. Sometimes, if they aren't dealt with properly, they can even wipe out your entire party!

Cloud's the Man!

Want that big-sword-wielding, spike-haired hero of *Final Fantasy VII*, Cloud Strife, at your side in *Final Fantasy Tactics*? You can get him, but as you might guess, recruiting Cloud is not easy and several complicated steps and difficult battles are required.

Check out the optional side quest described in Chapter 8 of this book to find out how to get Cloud on your team. (First you'll need to ascertain his whereabouts from an ethereal, young flower seller who looks remarkably familiar.)

Our World

When the game begins, the country's map is nothing more than a misty outline to Ramza. Precious few locations and navigable routes for wandering are accessible. As you win key encounters against dastardly rival baddies and their monster minions, more and more cities and key locations are exposed on the map.

The landscape offers two primary types of locations—major cities and oases. On the World Map, each city and key location shows up as a flickering button. Orange areas are locations where your group has not yet been, or where new information is available. Green areas, oases, are locations where you've completed objectives, but can find random monster battles there—these sites are the best places to build up your characters! Blue areas represent cities and all have the following three basic establishments:

- **Bar**, for schmoozing with the customers to acquire valuable information. You can also pick up interesting side quests here for some nifty rewards.

- **Shop**, for obtaining necessary weapons, armor, and magical objects. To save lots of time, always go to the Fitting Room and pick Best Fit option to find the shopkeeper's suggestions on the optimum gear for your character. You should use the Try It On option when you want to customize your character for a particular attribute. For example, perhaps you'd rather your Mediator wear a Silk Robe instead of an Adaman Vest so that she gets extra MP while sacrificing HP.
- **Soldier Office**, for purchasing raw talent—or cannon fodder—for future combat. You'll need 1400 gil to purchase a female soldier, and 1500 gil for male soldier.

TIP ***You can sell items at the shop as well. Especially at the beginning of the game when gil are scarce, remember to sell your unused items so you can afford the better stuff.***

Side quests at the bar normally involve helping people out. Perhaps a monster is terrorizing the local vicinity, or some lost valuable needs to be found. After paying for the right to go on the quest, you have a certain number of days to complete it. If the party satisfactorily completes the quest, valuable job points are awarded. Also, the quest-givers might dispense special information, bestow a precious object, or tell of a secret location. Most players will skip these quests, but you should at least make an effort to get Cloud on your team—not so much because he'll make any great contribution to your team, because he won't, but just for the honor of telling your friends that you got him!

Character Considerations

It's true that you can be up and running in *Final Fantasy Tactics* within a few minutes. Like most good games, though, *FFT* is easy to play but next to impossible to master. This section discusses a few subtle attributes of characters that you won't need to worry about much as a beginner, but you'll have to master eventually if you really want to take control of your destiny.

Character Development

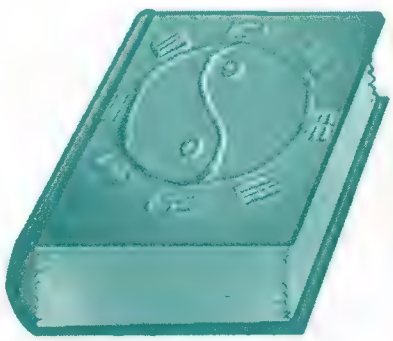
Final Fantasy Tactics characters are an interesting and diverse lot. As in most RPGs, every character in *Final Fantasy Tactics* begins at Level 1, with no experience points. Also, all start the game as lowly Squires or Chemists. Thus, with little experience, characters have few Health Points (HPs) and even fewer Magic Points (MPs), which are needed to cast spells.

Through encounters and countless battles, characters earn Experience Points (EXPs) and Job Points (JPs). Experience Points raise levels, attributes, and spell points. *Final Fantasy Tactics* gives each character Brave and Faith ratings, the higher the better. Job Points allow players to purchase magic skills and abilities, so long as the character remains in that profession. If a character stays in a job for a certain number of experience-level rises, they periodically become eligible for new, better jobs.

Each job has its own unique abilities. For example, only a Chemist can use the **Phoenix Down** and **Auto Potion** abilities, which are a couple of gems of the game.

Every time a character gains a level by earning Experience Points, the unit's HP and MP levels increase. The character gains more EXPs from hitting a more experienced enemy than from hitting a weaker lower-level enemy. A kill will earn even more EXPs than a normal attack. A character gains Job Points with each successful action as well. The JPs gained by a character contribute solely to that character's job level. Thus, when a Squire earns Job Points, all of the points tally to the Squire class. Thus, occasionally you'll want to take your "advanced" character and change him back to a lower job in order to gain new abilities.

You can only change job classes while in World Map mode, not in Battle mode.



Astrology 101

Although you probably don't plan your day based on the advice of your daily horoscope, astrology and the signs of the zodiac carry a lot more significance in the Japanese culture than they do in the U.S. Thus, the zodiac signs of your warriors have powerful effects on gameplay and are something you shouldn't overlook. The amount of damage a warrior can inflict on an enemy depends in part on the two combatants' zodiac signs.

TIP When choosing your attack team, try to choose characters with high affinity to each other. That way, you'll maximize the benefit and the success ratio of your team's healing and recovery spells.

It's easy to determine the role of the zodiac signs on your impending action. When the character statistics box shows on the screen, press the RESET button to go into Help mode. Now move the pointing hand next to the zodiac sign and press ◉. You'll see a table with all 12 signs and a few characters below them.

There is high affinity between signs that are four signs away from each other, and thus the damage (or healing) will be higher than normal between the two signs. A O below the sign represents the high affinity. There is weak affinity between signs that are three signs away from each other in the table. Thus, any action (whether attack or healing) will be less effective in terms of HP and have a smaller chance of success. An X below the sign represents weak affinity. For the sign that's six spaces away and represented by a question mark, the result depends on the gender of the two characters: it will be greater than normal if they are of opposite genders, and much weaker than normal if they are of the same gender.

Thus, savvy players will want to take zodiac signs into consideration when selecting their battle parties.

Home of the Brave

You should monitor your characters' Brave Point statistics closely in order to get the most out of the unit's attacking prowess. The higher the Brave Point level, the more barehanded damage the warrior inflicts on the enemy and the higher the success ratio. Also, the greater the Brave Point level, the greater the chance of activating reaction abilities.

For every occupation, the Brave Point level can have dramatic impact on the game. If the level goes over 100, however, the character will leave the party, and you'll lose him or her forever. If the level goes too low, the character can come down with the Chicken status effect and run away from battle.

You can raise a character's Brave level through successful melee battles or by having a Mediator cast the **Praise spell** on him or her.

Faith Matters

Like the Brave level, the Faith level of a character should be monitored carefully for best results on the battlefield. The higher a character's Faith level, the more effect white magic spells (**Cure**, **Life**, etc.) and support status effects (**Shield**, **Protect**, etc.) have on them. At the same time, however, high Faith levels leave the unit with greater vulnerability to damage attack spells (**Bolt**, **Ice**, etc.) and negative status ailments (**Silence**, **Slow**, etc.). Low Faith levels cause the opposite effects; for example, a character with a low Faith level is less affected by healing spells, but is slightly more protected from damaging black magic.

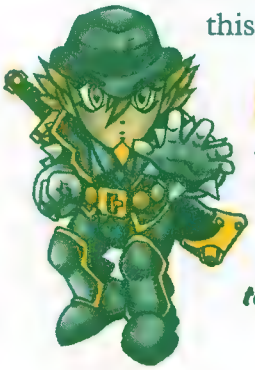
As with Brave levels, if Faith levels pass 95, the character may leave the party after the battle and you'll never see them again. The Mediator can raise a character's Faith level with the **Preach** ability, and lower a character's Faith level with the **Solution** ability.

To Recruit, or Not to Recruit

Ramza recruits and trains new, fresh bodies for the adventure, and even controls them in combat. Believe it or not, he does the same with certain easily influenced monsters. As his stature and reputation increase, higher-level recruits become available for free.

The monsters you'll meet in a random encounter will all have about the same level as your main character. If you don't want to train the monsters you've captured, just raise your main character a level by using the level-up tips in Chapter 4, then explore out in the plains where Chocobos and other critters roam. For example, if Ramza is at level 45, he'll probably face a Chocobo of level 45. Then have your Mediator—or someone with Mediator abilities—cast **Invitation** on the Chocobo to try to recruit it into the party. This is much easier than accepting that low-level Chocobo in the plot mission and having to train it later to increase its level. You'll be able to recruit a few human fighters along the way as well, so it's a good idea to talk to every human you come across.

Another worthy strategy is to recruit unsuspecting high-level characters, take them into your party, then snatch all of their premium weapons and items. After you grab the loot, banish the unwanted recruit—this is much easier than stealing and much more efficient!



WARNING ***Unless absolutely necessary, never recruit Level 1 characters at the recruiting station. As the game progresses, use other techniques, like recruiting receptive battlefield monsters or allowing higher-level characters who are impressed by your progress to join.***

Chapter 2

Of Jobs and Abilities

Except for special personalities, all characters begin *Final Fantasy Tactics* as Squires or Chemists. Yes, even Ramza starts out as a lowly Squire. One of the fabulous features of *Final Fantasy Tactics* is the incredible variety of character jobs and the abilities that go along with them.

The jobs you assign to characters over the course of *Final Fantasy Tactics* will determine how easy or hard the game is to complete. Don't change jobs just for the sake of changing. Think about how much a character will improve with a new job. There's nothing wrong with a strong character at a lower job.

However, the job system is not the only aspect of character development you must manage. *Final Fantasy Tactics* features a Charge Time score for characters, which is new to the Final Fantasy series. Based on a character's Speed rating, this score determines the time left before the next combat turn.

Every character has Move, Jump, and Speed ratings. Move determines how far and wide the character can rove on a single turn. Jump describes the character's ability to scale cliffs and other structures. As mentioned above, Speed affects the Charge Time score.

Other character statistics include Weapon Power for each hand, Attack Power, and three types of defensive evasion rates.

***TIP** One way to reduce a character's Charge Time is to make the unit stay in place during a turn. Instead of Move and Act, select Wait. Although the character won't get a shot off, the next turn will come up quicker.*

Job Points

Each profession has a few native abilities that the character owns from the get-go. To acquire the higher-level and more powerful abilities for their job, the character must purchase them. These purchases are made with the Job Points earned every time a character does something successful in battle, whether it's whacking a monster upside the head, healing a party member, or casting an effective protection spell.

***NOTE** Job Points are truly Final Fantasy Tactics' most precious commodity. Your characters earn JP (as well as EXP) with every successful action in battle, even if it means imparting damage on an ally. Thus, the fastest way to build robust characters is to draw out a battle until there's only one enemy left, then have your party members deal out damage and healing to each other.*

However, it's not just the character who earns JPs by performing a successful action—the other members of the party also earn some points. Thus, if an Archer successfully injures an enemy with an arrow, a certain number of JPs will be added to that character's current Archer Job total. However, each of the other members of its party will have one-sixth as many points added into their Archer Job total as well. Thus, even if one of your characters can't change to a particular job yet, he or she can still get one-sixth of the JPs earned by allies for that job. The JPs will show up after the character changes to the new job.

The better abilities for a specific job cost many more Job Points than the weaker ones. For example, a Priest's low-powered **Cure** spell (30 Hit Points or less) costs 50 JPs to learn, but it would take 180 JPs, earned over many combats, to acquire the **Raise** spell to revive a downed character.

Job Points do not have to be spent immediately. Consider carefully whether to purchase lots of mediocre abilities or save up for that blockbuster ability.

Inborn abilities for any particular job are automatically "used" by the character. However, you'll want to purchase new and better abilities as you earn Job Points. Most abilities must be set specifically for each of a character's four ability categories. Over time, the player will purchase many abilities for a single category, so careful selection is an important part of the player's control of the individual characters. Keep on top of your characters' current abilities, and you'll be richly rewarded with many victories.

Changing Jobs

Without a doubt, mastering the art of changing jobs is one of the most important aspects of winning *Final Fantasy Tactics*. Superlative and exotic jobs, like Lancer and Geomancer, give the characters incredible magical and physical powers. Believe me, you'll need every edge you can get as the battles get tougher and tougher toward the final confrontation.

Jobs can be changed depending on how many levels the character has attained in the current job. If a character spends two levels as a Squire, a change to Knight or Archer is allowed. If he/she remains a Knight for two levels, a change to Monk becomes possible.

As this character fights battles and wins, he or she will gain Experience Points along with Job Points for his or her current job. JPs are basically a different form of Experience Points. Gaining certain amounts of JP's will raise levels for that job, giving the character better characteristics. You can also use those JPs to learn or purchase new abilities. Your character's total JP level is not penalized when you Learn a new ability. Rather, for raising-levels purposes, all JPs received so far are counted (both used and remaining).

The more outlandish jobs require lots of levels in different lower jobs. The special Mime job requires eight Squire levels, eight Chemist levels, four Geomancer levels, four Lancer levels, four Mediator levels, and finally, four Summoner levels!

Figures 2.1 and 2.2 show the level requirements for each job, starting with the lowly Squire and Chemist. Note that there are two job hierarchies. The Squire career path emphasizes physically demanding jobs, and the Chemist career path emphasizes the magic arts jobs.

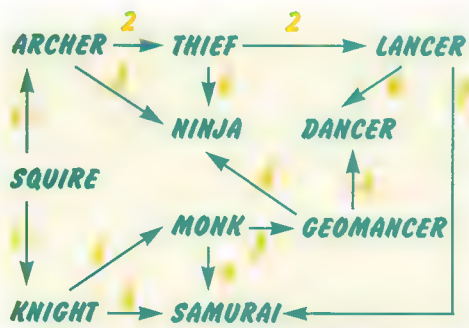


Figure 2.1 The job progression starting with Squire

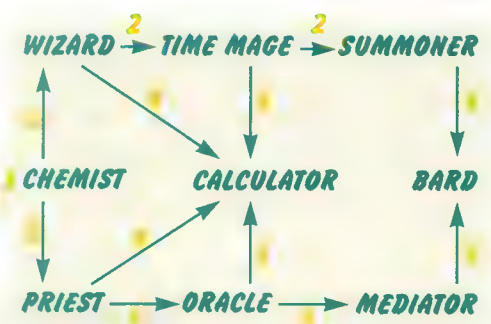


Figure 2.2 The job progression starting with Chemist

The first thing you should do when you are learning new abilities is to choose a job for your character. Characters can change their jobs at any time in the Abilities menu, as many times as they want. But they can only select a job that they have received. Depending on the job that you choose, your character will be able to use new weapons and armor which they were not able to use before. The character's stats will also change. For example, if you change a character's job from Knight to Wizard you will notice a drop in HPs and a rise in MPs. When you enter battle with this new character you will notice some other differences in performance,

like a new command under the fight command. The following table shows the changes in the basic attributes that occur when a character changes to a new job. Note that the actual Hit Points, Magic Points, Charge Time, Attack Power, and Magic Power will depend on the level of the character, and are given in the form of percentages relative to the job of Squire, Ramza's initial occupation. The Move and Jump attributes are fixed for each job, and do not depend on a character's level.

The Job Attributes at a Glance, Relative to the Squire Job

Job	HP	MP	CT	AtPw	MgPw	Move	Jump
Archer	100%	85%	100%	120%	100%	3	3
Bard	55%	65%	100%	30%	150%	3	3
Calculator	65%	105%	50%	50%	90%	3	3
Chemist	80%	100%	100%	80%	100%	3	3
Dancer	60%	65%	100%	125%	120%	3	3
Lancer	120%	65%	100%	130%	60%	3	4
Geomancer	110%	125%	100%	120%	140%	4	3
Knight	120%	105%	100%	130%	100%	3	3
Mediator	80%	95%	100%	80%	100%	3	3
Mimic	140%	65%	130%	130%	150%	4	4
Monk	135%	105%	120%	140%	100%	3	4
Ninja	70%	65%	130%	140%	90%	4	4
Oracle	75%	145%	100%	50%	160%	3	3
Priest	80%	160%	100%	100%	140%	3	3
Samurai	75%	120%	100%	140%	120%	3	3
Squire	100%	100%	100%	100%	100%	4	3
Summoner	70%	170%	90%	50%	160%	3	3
Thief	90%	65%	120%	110%	70%	4	4
Time Mage	75%	160%	100%	50%	170%	3	3
Wizard	75%	160%	100%	60%	190%	3	3

All percentages are relative to the attributes of the Squire. HP = Health Points, MP = Magic Points, CT = Charge Time (how quickly CT guage fills, or relative time between turns), AtPw = Attack Power, MgPw = Magic Power, Move = number of squares the character can move/turn, Jump = number of height units the character can climb or drop/turn.

Ability Advice

Each of the 20 common jobs comes with four kinds of abilities: action, reaction, support, and movement. The specific abilities are unique to each job.

Action Abilities

Action abilities determine what physical or magical actions the character can perform. These are marked by a thunderbolt arrow symbol and can be used by means of the job's special command. For example, with a Wizard you could buy **Poison** and **Death** and your Wizard would be able to cast them by selecting Black Magic from the Action menu, and then the spell you want to cast. These abilities are in addition to the character's basic action attack, based on the equipped weapon or other assault item.

The next three types of abilities work in a somewhat different way than action abilities. You must Learn and Equip them separately, and because there is just one slot for each of these types, you can never have more than one of each type active at any time, (except for the current job's inherent support ability).

Reaction Abilities

Reaction abilities describe what counterattack is available to the character after a successful enemy attack. Not all of them are activated by the same types of attacks, and some are more general than others. The Chemist's **Auto Potion** activates anytime the character loses HPs, while the Thief's **Catch** only works when a Ninja throws an item at him.

Note *The Chemist's Auto Potion reaction ability can make any character (almost) invincible. Just equip a high-level character with this reaction ability, and sell all of your Potion and Hi-Potions in your inventory, leaving X-Potion as the only HP recovering item. Since most attacks inflict less than 150 HPs damage, the character will always be able to heal up after an attack.*

Support Abilities

Support abilities permit the character to wear certain weapons and armor or give the character special skills, like training susceptible monsters. Note that some of these are inherent to certain jobs and as such do not have to be Equipped or even bought as

long as you do not change the character's job. Thus, some support abilities can be exported to other jobs.

Movement Abilities

Movement abilities enhance a character's ability to maneuver around the battlefield. For example, they may enable a character to jump higher or move farther, as well as gain an attribute, like MP, during movement. These are activated during character moves.

Using Previously Earned Abilities

One of the most powerful aspects of the *Final Fantasy Tactics* job system is the ability to use earned abilities from previous jobs. When a character changes to a new job, it doesn't lose the abilities it had in its previous job.

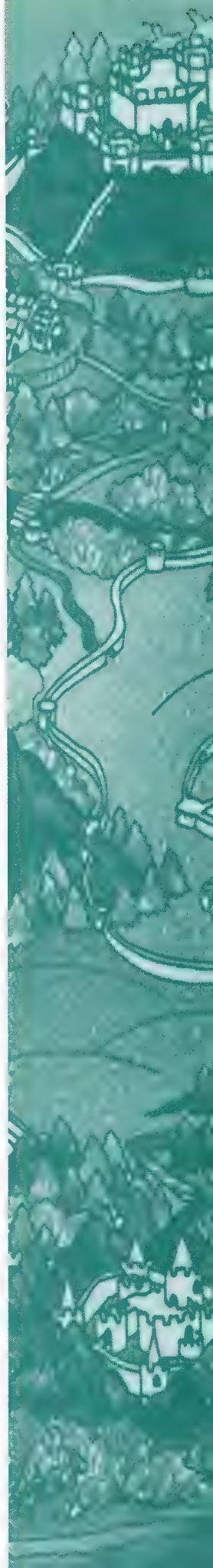
Thus, if you change one of your Knights to a Monk, the Monk would have the ability to wear heavy armor if you learned Equip Armor for it as a Knight. While the character becomes a Monk, and has a Monk's HPs and MPs, the unit still gets the benefit of the ability from the previous job. After you change the Knight to a Monk, you can choose the second option on the Abilities menu to set the second action/ability of your character to Knight. (It would have to be second because now that the character's new job is Monk, his/her first ability would be Reverse Spin, the Monk's initial ability, which can't be changed.)

Magic

The *Final Fantasy Tactics* magic system goes hand-in-hand with the job system. To repeat for emphasis, every character has a job, and each job has specific abilities and a certain level of physical and magical skill. Many characters have little or no strength, so it's a good idea for them to concentrate on developing magical abilities.

There are four classes of magic: Black, White, Time, and Summon spells. Knowing the subtle differences among the four will make for an easier time in the heat of battle.

- Black Magic is offensive, attacking magic like **Bolt**, **Ice**, and **Fire**. These long-range attacks provide the guts of most offensive strategies. Be sure to target carefully, however, because these spells will drain HPs from friendlies if they're in the target zone.



- White Magic is defensive, curative, or protective magic like **Cure**, **Raise**, and **Protect**. Use these spells to restore lost HPs or revive fallen party members. Don't overlook the value of White Magic—even though it won't spill the blood of your enemies, it will keep your party vital. In battles of attrition, White Magic is the difference between life and death.
- Time Magic consists of spells which change the course of time to the disadvantage of your enemies, like **Haste**, **Quick**, and **Stop**. This magic fills in gaps unserved by White and Black Magic, and if you use it skillfully, Time Magic can be an important part of your arsenal.
- Summon Magic lets you invoke the omnipresent power of monsters such as **Odin**, **Cyclops**, and **Titan**. This magic can be either defensive or offensive in nature, and will affect all enemies in target area if offensive, or all allies if defensive. Although Summon Magic is slow in developing, once activated, it can stop your enemies' momentum like nothing else.

Spells work in two ways in *Final Fantasy Tactics*. Some spells target a single square on the map so you can target one of your allies or one of your enemies. Other spells target a block of squares, allowing you to target a specified location on the battlefield. Thus, you'll often have a choice to target a single enemy, an area that includes a cluster of enemies, or even an area that you think an enemy might move into.

***TIP** Magic casters beware! Always take the time to compare the outcome of a targeted spell before you commit. Look at both the HP damage and the probability of success when making your decision. Some characters and monster types are more susceptible to certain forms of magic.*

Regardless, spells are equal-opportunity attackers—a spell will affect anyone in the targeted area, whether it is a friend or opponent. (Summon Magic is the one exception.) Even casting a heal spell on one of your allies can help the enemy more than it helps you if your party member is surrounded by enemies in close proximity. Likewise, if an enemy targets you with a destructive spell, move the character close to an enemy and chances are, it will take as much damage as you. The same can be done if your enemy casts healing spells on itself, move in and get some of the good stuff if you can.

Chapter 3

Jobs at a Glance

A character can change jobs as often as desired. Don't expect spectacular performance improvements for the character just by changing jobs, however. You must earn Experience and Job Points to rise in levels and purchase newer abilities before the character becomes competitive on the battlefield.

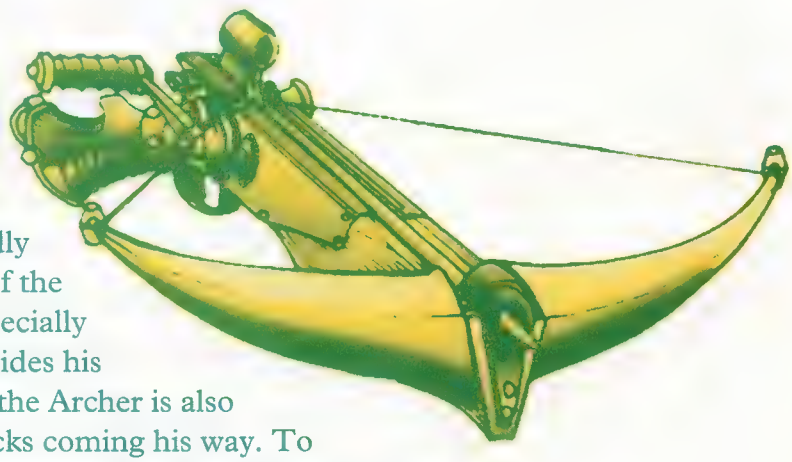
When you change jobs, most of the weapons and armor from the old job won't be available for use. Be sure to buy equipment suitable to the new job and set whatever abilities are now usable. Take particular note of statistics changes. If you're going from a strong Knight to a physically weak but magically strong Oracle, there will be a decrease in the HP level, but an elevation of MP level.

Most importantly, players can continue to purchase abilities from prior jobs, but only with points accumulated before the job change. Any new Job Points earned go only to the current job, so once the JPs remaining from before the change are depleted, no more abilities from the old job can be purchased.

Of course when you change a character's job, the character is not going to be particularly good at the new job right away. For example, if you change a character's profession to a Wizard, at first the character will not have any Black Magic spells, so the Black Magic command will be grayed out in battle. To make the most of your new Wizard, you will have to learn more abilities.

This chapter offers a detailed look at all of the possible jobs in the game. You'll want to refer to this section often until you become a Tactics master.

Archer



Skilled in using bows and arrows, the deadly Archer is the master of the long-range attack, especially early in the game. Besides his mighty attack power, the Archer is also adept at dodging attacks coming his way. To optimize the Archer's effectiveness, place him up high to maximize his range and punishing ability. With a crossbow in hand, the Archer has a free hand, but can only hit enemies in his line of sight. With a bow, he'll need both hands on his weapon, but he can shoot over obstacles to target his unsuspecting enemy.

Use the powerful Archer to defend elevated positions, take offensive control of hard-to-reach places on the battlefield, and support your other units on their offensive missions. If you plan to have your character stay as an Archer for some time, learn the **Concentrate** ability to make his efforts 100% guaranteed.

Weapons	Bow, Crossbow
Clothing	Clothes, Hat, Shield
Prerequisites	Level 2 Squire
Must-Have Abilities	Concentrate, Arrow Guard

Action Abilities

Name	HP	SP	JP	Description
Charge +1	-	-	100	Level 1 charge attack
Charge +2	-	-	150	Level 3 charge attack
Charge +3	-	-	200	Level 3 charge attack
Charge +4	-	-	250	Level 4 charge attack
Charge +5	-	-	300	Level 5 charge attack
Charge +7	-	-	400	Level 7 charge attack
Charge +10	-	-	600	Level 10 charge attack
Charge +20	-	-	1000	Level 20 charge attack

Reaction Abilities

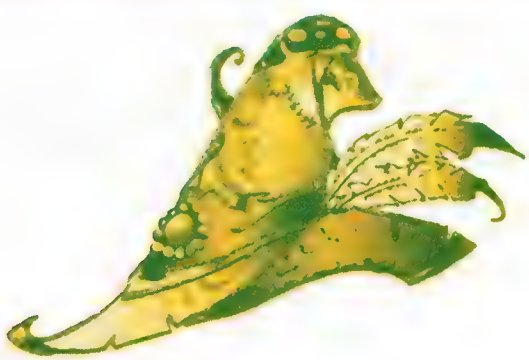
Name	JP	Description
Arrow Guard	450	Dodge arrow attacks
Speed Save	800	Speed increases by 1 each time the character is attacked

Support Abilities

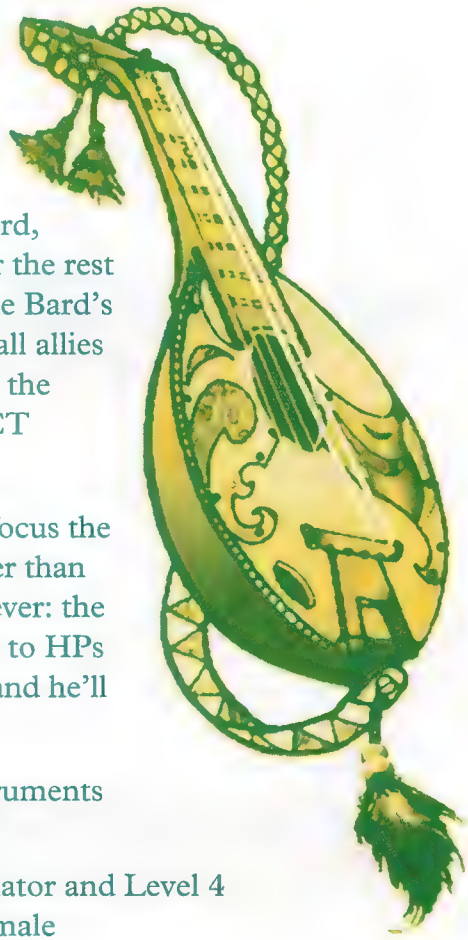
Name	JP	Description
Concentrate	400	Increases accuracy to 100%
Equip Crossbow	350	Ability to Equip crossbow

Movement Abilities

Name	JP	Description
Jump +1	200	Increases jump by 1



Bard (Male Only)



The Bard is the male counterpart to the Dancer, and like the Dancer is a mighty hard job to attain. Yet once a character becomes a Bard, the result is worth the effort, especially for the rest of the fighting party. The reason: All of the Bard's songs are supportive in nature and target all allies in one turn. Once you set a Bard's ability, the Bard's songs are triggered whenever the CT gauge permits.

Thus, with a Bard in your party, you can focus the other members on attacking strength rather than healing prowess. A word of warning, however: the Bard is the weakest job of all with respect to HPs and MPs, so keep him out of harm's way and he'll give you rich rewards.

Weapons: Musical Instruments
Clothing: Clothes, Hat
Prerequisites: Level 4 Mediator and Level 4 Summoner, male
Must-Have Abilities: All songs

ACTION ABILITIES

Name	MP	JP	Description
Angel Song	-	17	100 Restores MPs
Battle Song	-	13	100 Increases attack ability
Cheer Song	-	13	100 Increases speed ability
Last Song	-	5	100 Increases CT to 100 for all allies
Life Song	-	17	100 Restores HP
Magic Song	-	10	100 Increases magic attack ability
Nameless Song	-	10	100 Random positive status effect (Haste, Protect, Regen, Raise)

REACTION ABILITIES		
Name	JP	Description
Face UP	500	Faith ability increases when attacked
MP Save	450	Magic attack ability increases when attacked

MOVEMENT ABILITIES		
Name	JP	Description
Fly	1200	Character can fly over any terrain or obstacle
Move +3	1000	Increases movement rate by 3 squares

Calculator

Clearly a frail nerd in strength and might, the Calculator nevertheless makes the best of his aptitude to crunch numbers. In fact, his command of both the white and black arts gives him powerful spell-casting skills.

The Calculator casts spells on all characters (both friendlies and enemies) having a specific characteristic that is a multiple of a given number. For example, cast **Level 3** and **Flare** to cast **Flare** on all characters on the map with levels that are multiples of three. As an added bonus, the spell is cast instantly with no MP consumption and there's no need to Equip any additional ability to use it.

The prerequisites for this job are staggering, since you should master all White, Black, and Time Magics for the Calculator to be effective. However, once you've developed this character, you'll never lose a battle again!

Weapons Dictionary, Stick

Clothing Clothes, Hat, Rob

Prerequisites Level 4 Priest, Level 4 Wizard, Level 3 Time Mage and Level 3 Oracle

Must-Have Abilities Move—Get EXP

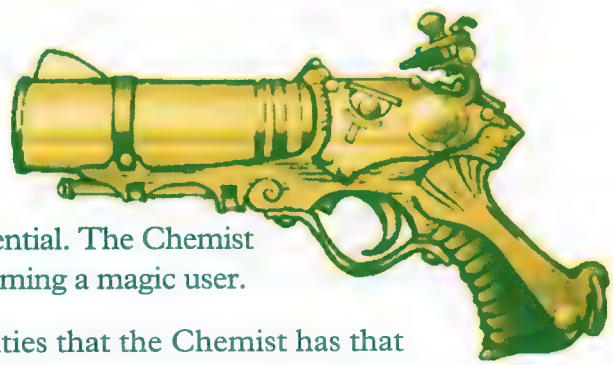
ACTION ABILITIES				
Name	MP	xP	JP	Description
CT	-	-	250	Calculate Charge Time
EXP	-	-	200	Calculate Experience
Height	-	-	250	Calculate Height
Level	-	-	350	Level is selected
Prime Number	-	-	300	Prime numbers are affected
3	-	-	600	Multiples of 3 are affected
4	-	-	400	Multiples of 4 are affected
5	-	-	200	Multiples of 5 are affected

REACTION ABILITIES		
Name	JP	Description
Damage Split	300	Gives half of received damage to attacker
Distribute	200	Divides excess healing HPs among party members

SUPPORT ABILITIES		
Name	JP	Description
Gained EXP Up	350	Receive extra EXPs for action

MOVEMENT ABILITIES		
Name	JP	Description
Move–Get EXP	400	Gain EXPs while moving
Move–Get JP	400	Gain JPs while moving

Chemist



Like the Squire, the Chemist is one of the game's rudimentary jobs, but also one of the most essential. The Chemist is the first job on the path toward becoming a magic user.

There are a couple of important abilities that the Chemist has that makes it one of the most important jobs in the game, and you'll always want to have one member of your party with the Chemist ability Equipped. First, the Chemist can fend for herself with an Equipped gun or item-throwing ability. And perhaps best of all, the Chemist can call upon **Phoenix Down** to revive another member of the party. The **Auto Potion** reactive ability is also a worthy investment.

Weapons: Knife, Gun
Clothing: Clothes, Hat
Prerequisites: None
Must-Have Abilities: Potion spells, Phoenix Down, Auto Potion, Move—Find Item

ACTION ABILITIES

Name	MP	SP	JP	Description
Antidote	-	-	70	Heals Poison status effect
Echo Grass	-	-	120	Heals Silence status effect
Elixir	-	-	900	Fully restores HP/MPs
Ether	-	-	300	Restores 20 MPs
Eye Drop	-	-	80	Heals Darkness status effect
Hi-Ether	-	-	400	Restores 50 MPs
Hi-Potion	-	-	200	Restores 70 HPs
Holy Water	-	-	400	Heals Undead and Blood Suck status effects
Maiden's Kiss	-	-	200	Heals Frog status effect
Phoenix Down	-	-	90	Revives Dead target
Potion	-	-	30	Restores 30 HPs
Remedy	-	-	700	Heals most status effects: Confusion, Darkness, Frog, Oil, Petrify, Poison, Silence, Sleep
Soft	-	-	250	Heals Petrify status effect
X-Potion	-	-	300	Restores 150 HPs

REACTION ABILITIES

Name	JP	Description
Auto Potion	400	Character uses potion on self when attacked

SUPPORT ABILITIES

Name	JP	Description
Equip Change	0	Ability to change equipment during battle
Maintenance	250	Equipment becomes invulnerable to Knight shatter abilities
Throw Item	350	Ability to throw items

MOVEMENT ABILITIES

Name	JP	Description
Move–Find Item	100	Ability to find hidden treasure when walking over it

Dancer (Female Only)

The Dancer is the female counterpart to the Bard. However, there's one huge difference: The Dancer's abilities are not healing, but offensive-oriented. Thus, once one of the Dancer's abilities is Equipped, she will trigger the offensive action at intervals based on her SP level. Like the Bard, the Dancer's actions affect all of the enemies on the map.

Thus, the Dancer job is expensive in terms of job skills, but once attained, it can provide much offensive firepower. Be sure to keep her out of danger as she's quite frail and has no way to defend herself in melee combat.

Weapons Fabric, Knife
Clothing Clothes, Hat
Prerequisites Level 4 Geomancer and Level 4 Lancer; Female
Must-Have Abilities All dances

ACTION ABILITIES

Name	MP	SP	JP	Description
Disillusion	-	10	100	Decreases magic attack ability
Last Dance	-	5	100	Lowers enemy CT to 0
Nameless Dance	-	10	100	Causes random status effect: Confusion, Darkness, Frog, Poison, Silence, Slow, Sleep, Stop
Polka Polka	-	13	100	Decreases attack power
Slow Dance	-	13	100	Decreases speed ability
Witch Hunt	-	17	100	Causes MP damage
Wiznaibus Dance	-	17	100	Causes HP damage

REACTION ABILITIES		
Name	JP	Description
A Save	500	Attack power increases when character is attacked
Brave Up	550	Brave level increases when character is attacked

MOVEMENT ABILITIES		
Name	JP	Description
Fly	1200	Ability to fly over any terrain or obstacle
Jump +3	1000	Increases jump by 3

Geomancer

The Geomancer harnesses the power of the earth's elements to unleash powerful status effect spells. Thus, this fighter debilitates the enemy and makes it an easy kill for the rest of the team.

The Geomancer is a jack-of-all-trades fighter; it is the most balanced in terms of HPs, MPs, attacking power, and magic power. Also, it can move four squares in any direction during the movement phase, and can dodge attacks proficiently.

Weapons Axe, Sword
Clothing Clothes, Hat, Robe, Shield
Prerequisites Level 3 Monk
Must-Have Abilities Any Ground, Hell Ivy

ACTION ABILITIES

Name	BF	SF	JP	Description
Blizzard	-	-	150	Causes Silence status effect and Ice elemental damage
Carve Model	-	-	150	Causes Petrify status effect and non-elemental damage
Demon Fire	-	-	150	Causes Sleep status effect and Fire elemental damage
Gusty Wind	-	-	150	Causes Slow and Wind elemental damage
Hell Ivy	-	-	150	Causes Stop and non-elemental damage
Kamaitachi	-	-	150	Causes Don't Act status effect and Wind elemental damage
Lava	-	-	150	Causes Dead status effect and Fire elemental damage
Local Quake	-	-	150	Causes Confuse status effect and Earth elemental damage
Pitfall	-	-	150	Causes Don't Move status effect and non-elemental damage
Quicksand	-	-	150	Causes Death Sentence status effect and Water elemental damage
Sand Storm	-	-	150	Causes Darkness status effect and Wind elemental damage
Water Ball	-	-	150	Causes Frog status effect and Water elemental damage

REACTION ABILITIES

Name	JP	Description
Counter Flood	300	Counters with an elemental effect when character is attacked

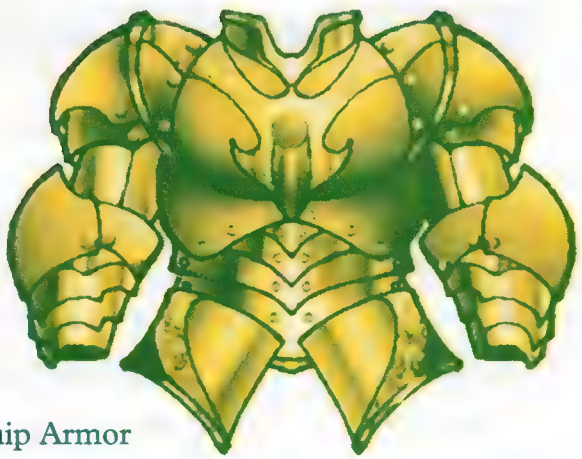
SUPPORT ABILITIES

Name	JP	Description
Attack Up	400	Increases attack ability

MOVEMENT ABILITIES

Name	JP	Description
Move on Lava	150	Ability to move through lava
Any Ground	220	Terrain has no effect on movement

Knight



Early in the game, the Knight will provide the leading edge of your offensive attack with his ability to Equip the heaviest weapons and armors. The Knight job is a transitional one, as both the Ninja and Samurai are clearly superior. Yet the Equip Armor support ability should be coveted, as it will come in handy for future jobs, giving other occupations the HP advantage of wearing heavy armor.

Thus, allow the Knight to be the workhorse of your party until the unit can move on to a higher calling.

Weapons Knight Sword, Sword
Clothing Armor, Helmet, Robe, Shield
Prerequisites Level 2 Squire
Must-Have Abilities Equip Armor, Weapon Guard

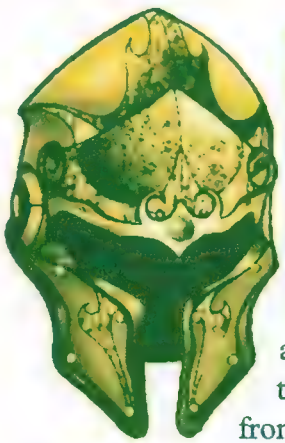
ACTION ABILITIES

Name	MP	SP	JP	Description
Armor Break	-	-	400	Shatters enemy armor
Head Break	-	-	300	Shatters enemy helmet
Magic Break	-	-	250	Reduces enemy MPs
Mind Break	-	-	250	Reduces enemy magic power
Power Break	-	-	250	Reduces enemy attack power
Shield Break	-	-	300	Shatters enemy shield
Speed Break	-	-	250	Reduces enemy speed
Weapon Break	-	-	400	Shatters enemy weapon

REACTION ABILITIES		
Name	JP	Description
Weapon Guard	200	Character has a chance of parrying an enemy attack with a weapon

SUPPORT ABILITIES		
Name	JP	Description
Equip Armor	500	Ability to Equip Armor
Equip Shield	250	Ability to Equip a shield
Equip Sword	400	Ability to Equip a sword

Lancer



Lancers are truly fierce warriors, capable of mighty leaping attacks even while wearing heavy protective armor. With high HP and attack power levels, the Lancer can easily take the lead in offensive drives. Yet her most ominous capability is her jumping ability, which works as both a powerful offensive skill and an effective defensive tool. You see, while the Lancer prepares for her attack, she jumps high in the air, and thus is invulnerable to attacks of any sort during the spell waiting time. Also, since the Lancer can attack from two map squares away, she can usually avoid counter-attacks. Her superior jumping ability also enables her to take out enemies positioned at high elevations.

Weapons	Spear
Clothing	Armor, Helmet, Robe, Shield
Prerequisites	Level 2 Thief
Must-Have Abilities	Dragon Spirit, Level Jump 8, and Vertical Jump 8

Action Abilities

Name	MP	SP	JP	Description
Level Jump 2	-	-	150	Jump 2 squares in any direction
Level Jump 3	-	-	300	Jump 3 squares in any direction
Level Jump 4	-	-	450	Jump 4 squares in any direction
Level Jump 5	-	-	600	Jump 5 squares in any direction
Level Jump 8	-	-	900	Jump 8 squares in any direction
Vertical Jump 2	-	-	100	Jump 2h vertically
Vertical Jump 3	-	-	200	Jump 3h vertically
Vertical Jump 4	-	-	300	Jump 4h vertically
Vertical Jump 5	-	-	400	Jump 5h vertically
Vertical Jump 6	-	-	500	Jump 6h vertically
Vertical Jump 7	-	-	600	Jump 7h vertically
Vertical Jump 8	-	-	900	Jump 8h vertically

Reaction Abilities

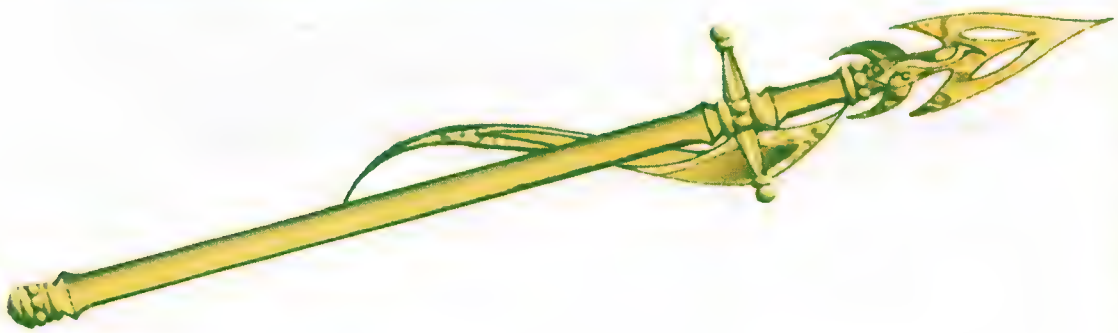
Name	JP	Description
Dragon Spirit	560	Casts Reraise after attack

Support Abilities

Name	JP	Description
Equip Spear	400	Ability to Equip spear

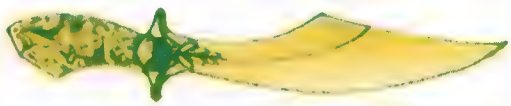
Movement Abilities

Name	JP	Description
Ignore Height	700	Elevation has no effect on movement



Mediator

Without a doubt, the Mediator is the most unique—and powerful—job in *Final Fantasy Tactics*. Besides being able to either raise or lower a character's Brave and Faith levels, she can also change your party dynamics in an instant by using Invite on an unsuspecting enemy. Don't refrain from occasionally using a Mediator to recruit high-level party members—just make sure there's a slot available first! All the talking in the world will do no good if there's no space for another hero.



Weapons	Knife, Gun
Clothing	Hat, Clothes
Prerequisites	Oracle, Level 2
Must-Have Abilities	Recruit/Invite, Equip Gun

ACTION ABILITIES

Name	MP	Speed	JP	Description
Death Sentence	-	-	500	Causes Death Sentence status effect
Insult	-	-	300	Causes Berserk status effect
Invitation	-	-	100	Invites enemies to join your party
Mimic Daravon	-	-	300	Causes Sleep status effect
Negotiate	-	-	100	Takes gil from target
Preach	-	-	200	Increases target's Faith level by 4 points
Persuade	-	-	100	Resets target's CT to 0
Praise	-	-	200	Increases target's Brave level by 4 points
Solution	-	-	200	Reduces target's Faith level by 20 points
Threaten	-	-	200	Reduces target's Brave level by 20 points

REACTION ABILITIES		
Name	JP	Description
Finger Guard	300	Immunity from talk techniques

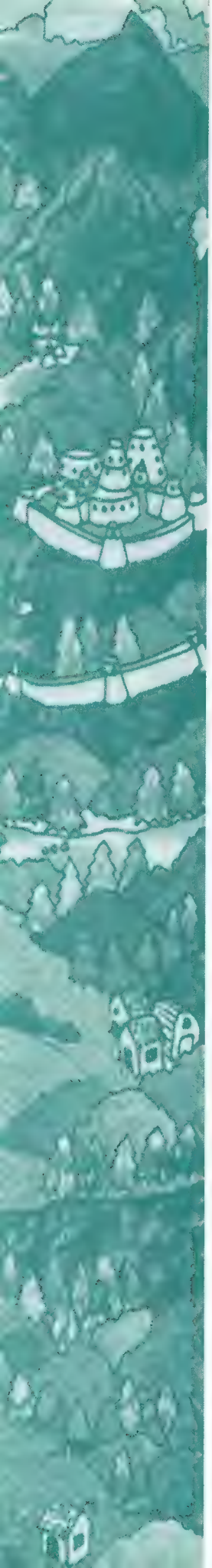
SUPPORT ABILITIES		
Name	JP	Description
Train	450	Recruits near-dead enemies
Equip Gun	750	Ability to equip gun
Monster Talk	100	Ability to use talk techniques on monsters

Monk

The Monk uses her keen mind, bare hands, and Kenpo fighting discipline, along with divine intervention, to do her bidding. No need for inefficient weapons—her body is a killing machine. The Monk has an unexpectedly high HP level, speed, and attack power and her skills are quite awesome as well.

Thus, the Monk is perhaps the most versatile job in the game as she is capable of doing just about everything. The Monk is not just a front-line fighter, she can also strike from a distance, restore HPs and MPs, and even revive fallen allies. The first skills you should learn are **Wave Fist** and **Earth Slash**, allowing this job holder to stay out of harms way while punishing his or her enemies. Perhaps the Monk's only weakness comes from her inability to Equip Armor—however, owning the Knight's Equip Armor ability can make up for this shortcoming.

Weapons	None
Clothing	Clothes
Prerequisites	Level 2 Knight
Must-Have Abilities	Chakra, Earth Slash, Move—HP Up, Wave Fist



ACTION ABILITIES

Name	MP	SP	JP	Description
Chakra	-	-	350	Restores some HPs and MPs
Earth Slash	-	-	600	Long-range energy attack that strikes all enemies in path
Repeating Fist	-	-	300	Attacks with random amount of damage
Revive	-	-	500	Revive Dead target with some HPs
Secret Fist	-	-	300	Causes Death Sentence status effect on enemy
Spin Fist	-	-	150	Attacks all adjacent enemies
Stigma Magic	-	-	200	Heals most status effects: Berserk, Confusion, Darkness, Don't Act, Don't Move, Frog, Petrify, Poison, Silence, Sleep
Wave Fist	-	-	300	Energy attack with 3 square range

REACTION ABILITIES

Name	JP	Description
Counter	300	Character has a chance of countering with an attack if attacked
Hamedo	1200	Character has a chance of stopping an enemy attack with a counterattack
HP Restore	500	Character has a chance of recovering full HPs when near death

SUPPORT ABILITIES

Name	JP	Description
Martial Arts	200	Ability to fight without weapons

MOVEMENT ABILITIES

Name	JP	Description
Move–HP Up	300	Character recovers HPs while moving

Ninja

Little is known about this mysterious assassin, but there's no denying that the Ninja are nimble, quick, and deadly. They have the fastest CT, can move four squares and four height levels per turn, and are able to move unhindered through most terrains. Yet, in melee encounters the Ninja is frail, with low HP and MP levels.

Take advantage of the Ninja's quickness and agility and use him as a hit-and-run artist, as well as a deadly long-range attacker.

Weapons	Hammer, Knife, Ninja Sword
Clothing	Clothes, Hat
Prerequisites	Level 3 Archer, Level 4 Thief, Level 2 Geomancer
Must-Have Abilities	Ball, Shuriken, Two Swords

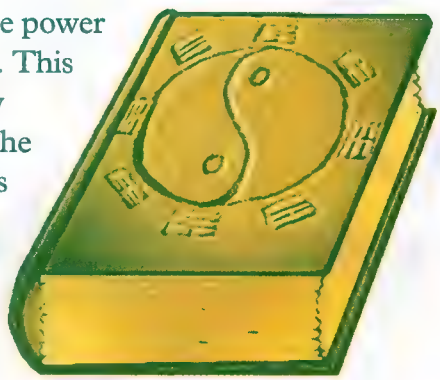
ACTION ABILITIES

Name	MP	SP	JP	Description
Axe	-	-	120	Ability to throw axe
Ball	-	-	70	Ability to throw ball
Dictionary	-	-	100	Ability to throw dictionary
Hammer	-	-	100	Ability to throw hammer
Katana	-	-	100	Ability to throw katana
Knife	-	-	100	Ability to throw knife
Knight Sword	-	-	100	Ability to throw Knight spear
Ninja Sword	-	-	100	Ability to throw Ninja swords
Shuriken	-	-	50	Ability to throw shuriken
Spear	-	-	100	Ability to throw spear
Stick	-	-	100	Ability to throw stick
Sword	-	-	100	Ability to throw sword

REACTION ABILITIES		
Name	JP	Description
Abandon	400	Raises evade ability
SUPPORT ABILITIES		
Name	JP	Description
Two Swords	900	Ability to fight without weapons
MOVEMENT ABILITIES		
Name	JP	Description
Move in Water	420	Character recovers HP while moving

Oracle

This resourceful warrior harnesses the power of the earth for her offensive power. This occupation also can Equip mighty swords, making her an effective fighter. The Oracle's spells primarily alter a character's status. Thus, the Oracle's spells, though offensive in nature, are more debilitating than deadly—they usually soften up the enemy for the other party members to put out of commission.



Weapons: Dictionary, Rod, Staff, Stick
Clothing: Clothes, Hat, Robe
Prerequisites: Level 2 Priest
Must Have Learned: Doubt Faith, Paralyze, and Defense Up

ACTION ABILITIES

Name	MP	JP	SP	Description
Blind	4	50	100	Causes Darkness status effect
Blind Rage	16	20	400	Causes Berserk status effect
Confusion Song	20	20	400	Causes Confusion status effect
Dispel Magic	34	34	700	Removes positive status effects on target
Doubt Faith	6	25	400	Decreases target's Faith level to 0
Foxbird	20	25	200	Decreases target's Brave level
Life Drain	16	50	350	Drains and recovers HPs from target
Paralyze	10	20	100	Causes Don't Act status effect
Petrify	16	12	580	Causes Petrify status effect
Pray Faith	6	25	400	Temporarily increases target's Faith level to 100
Silence Song	16	34	170	Causes Silence status effect
Sleep	24	17	350	Causes Sleep status effect
Spell Absorb	2	50	200	Drains and recovers MPs from target
Zombie	20	20	300	Causes Zombie status effect

REACTION ABILITIES

Name	JP	Description
Absorb Used MP	250	Receives MPs equal to the cost of the spell cast on target

SUPPORT ABILITIES

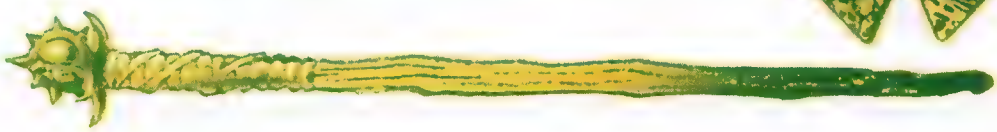
Name	JP	Description
Defense Up	400	Decreases damage from melee attacks by half

MOVEMENT ABILITIES

Name	JP	Description
Any Weather	200	Weather has no effect on movement
Move–MP Up	350	Character recovers MP while walking

Priest

As his name implies, the Priest uses an assortment of defensive spells that are curative, healing, and protective in nature. Keep him in the back of the pack, supporting the rest of the party as it does damage to the enemy. The Priest does have one offensive spell, however: his Holy attack almost rivals the Wizard's best spell in terms of death and destruction.



Weapons Staff
Clothing Hat, Robe, Clothes
Prerequisites Level 2 Chemist
Must-Have Abilities Esna, Gael, Gaelalga, Gaelalja, Holy, Regenerator

Action Abilities

Name	MP	SP	JP	Description
Cure	6	25	50	Level 1 Cure spell
Cure 2	10	20	180	Level 2 Cure spell
Cure 3	16	15	400	Level 3 Cure spell
Cure 4	20	10	700	Level 4 Cure spell
Esuna	18	34	280	Casts Heal All status effect
Holy	56	17	600	Holy elemental attack
Protect	6	25	70	Halves damage from melee attack
Protect 2	24	15	500	Increases protection from melee attack
Raise	10	25	180	Revives target with some HPs, cancels Dead
Raise 2	20	26	500	Revives target with full HPs, cancels Dead
Reraise	16	15	800	Target will revive if slain
Regen	8	25	300	Restores HPs at regular intervals
Shell	6	25	70	Reduces magical damage
Shell 2	20	15	500	Increases protection from magical damage
Wall	24	25	480	Casts Protect and Shield

REACTION ABILITIES		
Name	JP	Description
Regenerator	400	Casts Regen when character attacked

SUPPORT ABILITIES		
Name	JP	Description
Magic Defend Up	400	Increases magic defense ability

Samurai

This warrior knows the ways of Bushido and can handle the sword like no other. In fact, along with the Monk, the Samurai has the highest attack power rating in the game. Except for rather low HP levels, the Samurai is an elite fighter. With the help of the Knight's Equip Armor, the Samurai will do you proud as a front-line attacker.

Weapons: Katana

Clothing: Armor, Helmet, Robe

Prerequisites: Level 3 Knight, Level 4 Monk, and Level 2 Lancer

Must-Have Abilities: Equip Two Weapons and Above Water

ACTION ABILITIES				
Name	MP	SP	JP	Description
Asura	-	-	100	Causes non-elemental damage
Bizen boat	-	-	260	Causes MP damage
Chirijiraden	-	-	820	Powerful Katana attack. Needs sword found in Deep Dungeon
Heaven's Cloud	-	-	420	Magic attack, causes Slow
Kikuichimoji	-	-	660	Causes non-elemental damage
Kiyomori	-	-	500	Casts Protect and Shell
Koutetsu	-	-	180	Causes non-elemental damage
Masamune	-	-	740	Casts Haste and Regen
Muramasa	-	-	580	Casts Confusion and Death Sentence
Murasame	-	-	340	Restores HP

Reaction Abilities		
Name	JP	Description
Blade Grasp	700	Evade physical attacks
Meatbone Slash	200	When critical, attacks equal to unit's HP

Support Abilities		
Name	JP	Description
Equip Knife	400	Ability to equip spear
Two Hands	900	Ability to hold weapon with two hands, increasing attack power

Movement Abilities		
Name	JP	Description
Walk on Water	300	Ability to walk through deep water as if it were only 1h deep

Squire

Besides the Chemist, the Squire is the game's other base-level job. All characters start out as one of the two—even Ramza starts as a Squire! The Squire is the first job on the path toward becoming a warrior, as brawn is emphasized rather than magic.

The Squire has no real strengths nor special abilities, so move on up the ladder as soon as possible. Although the Squire's skills are basic, they are versatile, accompanied by abilities that will complement future jobs.

Weapons	Axe, Hammer, Knife, Sword
Clothing	Clothing, Hat
Prerequisites	None
Must-Have Abilities	Throw Stone, Counter Tackle, Gained JP VP

ACTION ABILITIES

Name	HP	SP	JP	Description
Accumulate	-	-	300	Increases attack ability by 1 for the battle
Dash	-	-	80	Tackles an enemy
Heal	-	-	150	Cures Darkness, Poison, and Silence status effects
Throw Stone	-	-	90	Throws a rock at an enemy up to 4 spaces away

REACTION ABILITIES

Name	JP	Description
Counter Tackle	180	Character has a chance of countering with a tackle if attacked by an enemy

SUPPORT ABILITIES

Name	JP	Description
Defend	50	Lessens damage from attack
Equip Axe	170	Ability to Equip axe
Gained JP UP	200	Increases JPs earned in battle
Monster Skill	200	Allows ally monsters to learn new abilities

MOVEMENT ABILITIES

Name	JP	Description
Move +1	200	Increases movement by 1

Summoner

The Summoner is widely known and respected for his ability to harness powerful mystical creatures in battle. These creatures' attacks are more selective than the other spells in the game—a healing or protective Summon Magic spell will only target allies, and a damaging Summon Magic spell will only target enemies.

This job is fairly weak and useless in melee combat, so must be kept out of harm's way. However, as part of a concerted offensive attack, the Summoner can change the tide of a battle with one mighty spell.

Weapons	Rod, Staff
Clothing	Clothes, Hat, Robe
Prerequisites	Level 2 Time Mage
Must-Have Abilities	Bahamut, Half of MP, Fairy

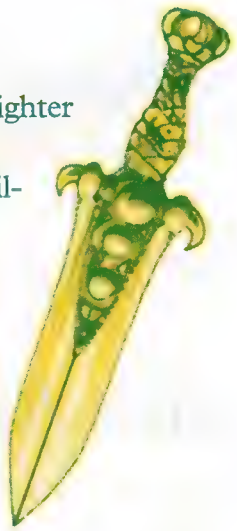
ACTION ABILITIES

Name	MP	SE	JP	Description
Bahamut	60	10	1200	Non-elemental attack
Carbuncle	30	20	350	Casts Reflect on allies
Cyclops	62	12	1000	Non-elemental attack
Fairy	28	15	400	Cures allies
Golem	40	34	500	Casts Wall on allies
Ifrit	24	25	200	Fire elemental attack
Leviathan	48	12	850	Water elemental attack
Lich	40	12	600	Drains 50% of enemy HP, casts Darkness
Moogle	8	50	110	Cures allies
Odin	50	12	900	Non-elemental attack
Ramuh	24	25	200	Lightning elemental attack
Salamander	48	12	820	Fire elemental attack
Silf	26	20	400	Causes Silence status effect
Shiva	24	15	200	Ice elemental attack
Titan	30	8	220	Earth elemental attack
Zodiac	99	10	-	Star Light attack, learned from Zodiac monster, Elidibs in Deep Dungeon

REACTION ABILITIES		
Name	JP	Description
Magic Restore	400	Character has a chance of recovering full MPs when attack leaves him/her near death

SUPPORT ABILITIES		
Name	JP	Description
Half of MP	900	Halves magic consumption of spells

Thief



Crime does pay! (Well, almost.) This below-average fighter with no magic abilities can do a couple of things well: steal and barter slain enemies. Besides the obvious ability to steal items from enemies, the Thief can also trade the bodies of enemies he has slain for items at special shops.

The best aspect of having a character become a Thief is the ability to use this job as a stepping stone on the way to becoming a worthy Lancer.

Weapons Knife
Clothing Clothes, Hat
Prerequisites Level 2 Archer
Must-Have Abilities Steal Heart, Steal Accessory, Steal Weapon, Secret Hunt

ACTION ABILITIES				
Name	MP	SP	JP	Description
Gil Taking	-	-	10	Steals gil
Steal Heart	-	-	150	Causes Charm status effect
Steal Accessory	-	-	500	Steals enemy accessory
Steal Armor	-	-	450	Steals enemy armor
Steal EXP	-	-	250	Steals enemy JP
Steal Helmet	-	-	350	Steals enemy helmet
Steal Shield	-	-	350	Steals enemy shield
Steal Weapon	-	-	600	Steals enemy weapon

REACTION ABILITIES		
Name	JP	Description
Caution	200	Chance of being struck decreases each time character is attacked
Catch	200	Ability to catch items thrown at character
Gilgame Heart	200	Receive gil equal to amount of damage

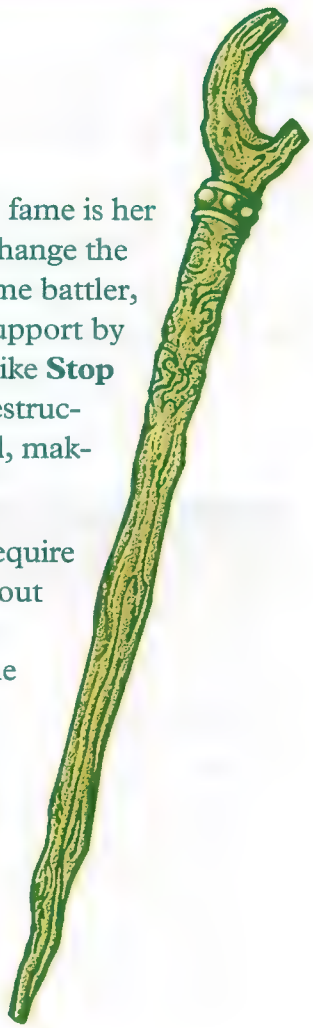
SUPPORT ABILITIES		
Name	JP	Description
Secret Hunt	200	Ability to trade enemy bodies for items

MOVEMENT ABILITIES		
Name	JP	Description
Jump +2	480	Increases jump by 2
Move +2	520	Increases movement by 2

Time Mage

As her name implies, the Time Mage's claim to fame is her time-manipulation acumen, or the ability to change the flow of time in battle. Though not a prime-time battler, the Time Mage nonetheless provides great battle support by hindering the enemy and assisting allies with spells like **Stop** and **Haste**. In addition, **Meteor**, one of the most destructive spells in the game, is in the Time Mage's arsenal, making her one of the deadliest magic-users around.

However, having the Time Mage in your party will require extra strategic planning if you want to get as much out of her as you can. And by all means keep the Time Mage away from melee—she's almost as weak as the lowly Bard!



Weapons	Staff
Clothing	Clothes, Hat, Robe
Prerequisites	Level 2 Wizard
Must-Have Abilities	Haste, Flare, Slow, Stop, Short Charge

Action Abilities

Name	MP	SP	JP	Description
Demi	24	17	250	Target loses half of its HPs
Demi 2	50	12	550	Target loses 75% of its HPs
Don't Move	10	34	100	Casts Don't Move status effect
Float	8	50	200	Target floats one level above ground
Haste	8	50	600	Increases target's speed ability
Haste 2	30	15	100	Same as haste with higher probability and reach
Meteor	70	8	1500	Non-elemental attack of the highest order
Quick	24	25	800	Target's CT is immediately increased to 100
Reflect	12	50	300	Spells reflect off target
Slow	8	50	80	Casts Slow
Slow 2	14	15	620	Same as Slow with higher probability and reach
Stop	14	15	330	Casts Stop

Reaction Abilities

Name	JP	Description
MP Switch	400	Damage drains MPs instead of HPs
Critical Quick	700	When near death, moved to next in AT List

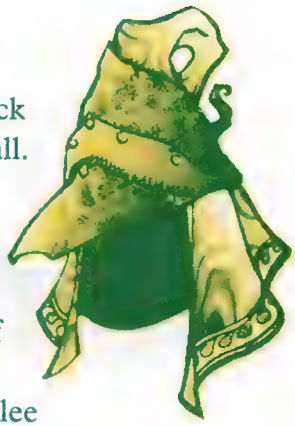
Support Abilities

Name	JP	Description
Short Charge	800	Charge time is reduced by half

Movement Abilities

Name	JP	Description
Float	540	Float 1h above ground, same as wearing Feather Boots
Teleport	600	Ability to move to any location

Wizard



The Wizard rules when it comes to the art of Black Magic, boasting the greatest magical power of all. The Wizard's long-range offensive magic not only can pummel enemies with ease, but can remove obstacles in the battlefield as well.

Thus, the Wizard could become the capable center of an offensive force. However, because Mages are not hearty creatures, you'll need to protect them from melee combat. With a well-protected Wizard, you'll be able to obliterate any opponent within range of the Mage's mighty spells.

Weapons Rod
Clothing Clothing, Hat, Robe
Prerequisites Level 2 Chemist
Must-Have Abilities All Fire, Ice, and Bolt magics

Action Abilities

Name	MP	SP	JP	Description
Bolt	6	25	50	Level 1 Lightning elemental attack
Bolt 2	10	20	200	Level 2 Lightning elemental attack
Bolt 3	24	15	580	Level 3 Lightning elemental attack
Bolt 4	48	10	850	Level 4 Lightning elemental attack
Death	24	10	600	Target is slain instantly
Fire	6	25	50	Level 1 Fire elemental attack
Fire 2	12	20	200	Level 2 Fire elemental attack
Fire 3	24	15	480	Level 3 Fire elemental attack
Fire 4	48	10	850	Level 4 Fire elemental attack
Flare	60	15	900	Non-elemental attack
Frog	12	20	500	Casts Frog status effect
Ice	6	25	50	Level 1 Ice elemental attack
Ice 2	12	20	200	Level 2 Ice elemental attack
Ice 3	24	15	480	Level 3 Ice elemental attack
Ice 4	48	10	850	Level 4 Ice elemental attack
Poison	6	34	150	Casts Poison status effect

REACTION ABILITIES		
Name	JP	Description
Counter Magic	800	Provides chance of countering spell

SUPPORT ABILITIES		
Name	JP	Description
Magic AttackUP	400	Increases magic attack ability

Chapter 4

Battle Banter

Each fighter on the battlefield can move and perform one action each turn from their primary or secondary occupation. As a general rule, the more powerful attacks take longer to charge up for, allowing the opponent an opportunity to either disable the assailant or to get out of the way. As you'll see in this chapter, there are lots of variables and options to take into consideration on each turn. Winning often takes more than one-turn-at-a-time tactics, but rather thoughtful strategies that transpire over the course of many turns.

Happy battling!

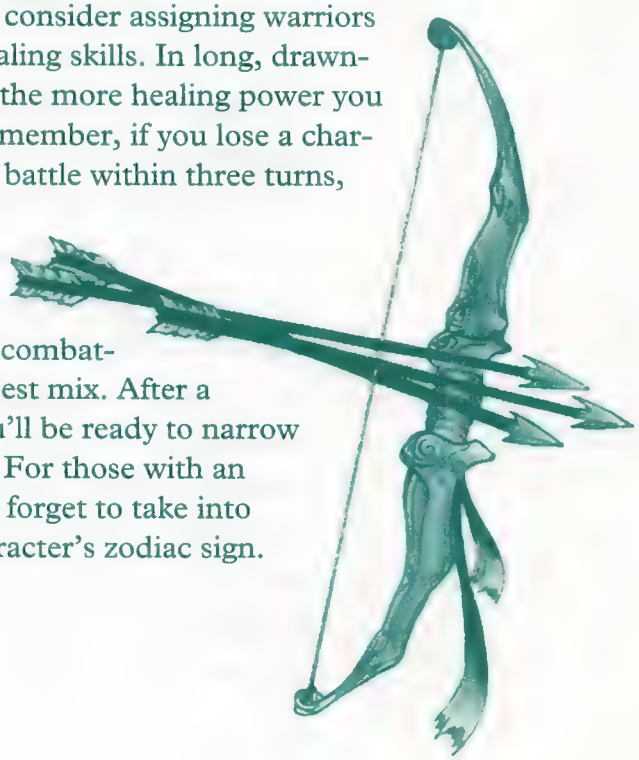
Fighting Parties

Ramza accumulates quite an entourage during gameplay. While it would be nice to be able to use everyone in every battle, this is not possible. Before every battle, you must choose which characters are to accompany Ramza. Normally, no more than three or four others are available. (Sometimes guests important to the specific stage scenario join the fray. Their participation is not under the control of the player.)

As you can see, you must constantly make decisions about who will fight. While it is important to build up a comfortable party that can meet most challenges, special combats call for special characters. For example, a combat with lots of Archers and Mages attacking the party from afar calls for similar job types to counter.

Some combat deployment hints:

- Fill every possible slot before a combat. Fighting a battle with fewer characters than you're allowed, while quite macho, is reckless.
- Make sure the fighting party is well-balanced. Fighting with a bunch of strong warrior-types without any healers is silly, and almost guaranteed to fail. Because characters can Equip abilities from prior professions, consider assigning warriors with supplementary healing skills. In long, drawn-out battles of attrition, the more healing power you have the better. And remember, if you lose a character and can't win the battle within three turns, you'll lose that character forever.
- Experiment with different combinations of combatants to find your own best mix. After a dozen or so battles, you'll be ready to narrow it down to a select few. For those with an astrological bent, don't forget to take into consideration each character's zodiac sign.



Battles

Battles take place on isometric, 3D third-person battlefields, up to 16-by-16 panels, with almost every conceivable type of terrain or geographic feature, from impressive fortifications, windmill towers, and frozen wastelands to steep mountains, aretes, marshes, and rushing waterfalls. The player has total mastery of the surroundings, thanks to *Final Fantasy Tactics*' battlefield scan alternatives.

TIP Save your game after each battle, including after random monster encounters. Also, be sure to check the JP levels for each of your party members to see if a job change or new learned ability is in order.

Characters and monsters move, fly, teleport, attack, and cast spells about this panel-based landscape. How well they get around depends on their speed and jumping ability scores. Obviously, a Thief can move much more quickly, jump higher, and go farther than a plodding Knight. Of course the Knight hits much harder—it just takes a bit longer to get to the monster.

Combat Preparation

Starting with choosing your battle party and selecting appropriate abilities, you must prepare for combats with cleverness. *Final Fantasy Tactics* is absolutely unforgiving to the unprepared.

Equip to Live (or Die) *Final Fantasy Tactics* is filled with an enormous number of weapons, armors, clothing, potions, and special items, of every conceivable level of quality. The better the equipment, the better the fighter.

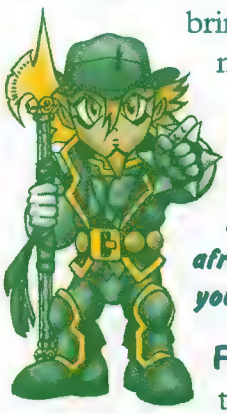
Before buying weapons, armor, or other items in a city's shop, check out what impact the item will have on your characters' attributes. Cycle through the party members, or use the incredibly helpful Best Fit command. Make sure you have enough money, though, or all that selecting will be in vain.

Anyway, what good is that weapon won in battle or purchased at a store going to do in your backpack? Fighting monsters with your bare hands is doomed to failure, unless you happen to be a Monk or Ninja. Facing a Lancer equipped with a Swiss Army Knife and a Loin Cloth is pure folly.

Before going into battle, Equip that new toy or re-Equip something from the party's inventory. If you can't afford a new item, check your inventory for unused, obsolescent items and sell the stuff you'll never use again.

Remember, most abilities (other than action abilities) need to be Equipped. If current abilities don't seem to be doing the job, take this opportunity to change them. No sense fighting with weak magic. Remember, you cannot change abilities during combat.

If the monsters you expect to encounter love fire, then include a party member with water spells. Casting fire spells on a fire monster does nothing but bring a sly smile to that monster's visage. The fire monster will not make the same mistake.



***TIP** Beginners often move in on the enemy too eagerly and too quickly. It's easy but dangerous to keep moving forward without forming a concerted strategy. Don't be afraid to select Standby from the command menu often—it's your best move!*

Front Line Deployment After selecting which members of the entourage will battle next, you must place them on a grid that approximates the terrain on which the party enters the upcoming field of war. Happily, monsters normally are located far across the battlefield. Rarely can they reach the party in one turn with either a physical or magical attack. Though this is true, be sure to place attackers in the front and the spellcasters in the back.

Try not to bunch everyone together at first. No sense giving monster mages a chance to wipe out everyone with one fell swoop.

Melee and Magic

The preparations are over. Ready to do the deed? Mount up! This is what *Final Fantasy Tactics* is all about. Sure, you've got that great story, but now it's monster-mashing time!

The single most distinctive combat encounter difference between *Final Fantasy Tactics* and other *Final Fantasy* games is strategic character movement and attack. Ultimately, though, as you get more into the game, it's very similar to other RPGs, just with a different way of approaching the monsters. You'll get used to it.

Computer Control Think twice before using automatic control in battles. While this option saves a lot of button-pushing, there's no way the *Final*

Fantasy Tactics artificial intelligence routines can match your wits. Automatic control has almost no chance of winning against superior opponents.

***TIP* Gang up on isolated enemies for quick kills. Remember, the unit that provides the death blow receives extra EXPs and JPs!**

You'll probably learn this the hard way the first time a monster mage casts a spell that fries some of your party controlled by the console. Of course, when your party is vastly superior to the monsters, or only a few enemies are left, feel free to invoke automatic control.

Special Attack and Defensive Strategies

- Use the terrain wisely. Protect weaker party members with stronger members, preferably secured by impassable terrain on all sides. But note that magic users and Archers can impose damage even over the most daunting terrain.
- Always try to attack the enemy from their rear rather than head-on to minimize the enemy's defensive effectiveness.
- Exhibit patience. Sometimes, it's a good idea to wait for monsters to come to you, if they have no bows or long-range magic capabilities.
- Scan the battlefield. Although *Final Fantasy Tactics* automatically scans the battlefield just before hostilities commence, sometimes monsters remain hidden. On your first move, peruse the battlefield, or consult the AT List option.
- Jeopardy is good. If you're about to make the final and telling kill, do not worry if, at the same time, you take out friendlies. Remember, once the battle is over, everyone gets healed, so long as they haven't turned into a gem or treasure chest, which normally takes place after three turns.
- Watch counterattacks. If monsters counterattack at a higher damage rate than you inflict, it's time to gain some levels and quickly.

You Can't Take It Back

Select combat moves with care. Once you actually move to an intended destination, you cannot take that move back. If you land in front of a monster about to clean your clock, so be it! However,

there is plenty of flexibility in taking back spells to be cast or attacks to be made. If you don't take time to carefully consider all of your possible actions against all of your available targets, you might make a stupid move—or at least not your best move.

Always, always monitor the estimated amount of damage your unit will cause to an enemy before you commit to an action. A white negative number means you'll indeed cause damage—although the actual number is just an estimate. Before you commit, also take into consideration the success ratio, which is the percentage next to the HP damage number. If the HP number is blue in color and doesn't have a negative sign in front of it, the action will add those HPs to the targeted unit. Obviously, if you're trying to heal an ally, then you're okay. Beware, however, that the estimated damage value does not take into consideration any possible counter-attack from the enemy.

***TIP** Remember to use the terrain and battle obstacles to your advantage! Sometimes you can even completely surround an enemy with only a unit or two.*

The Charge Time System

Final Fantasy Tactics' combat is turn-oriented and based on a time charging system. This is not quite real-time, like *Final Fantasy VII*, where if the party just sits back and watches, it will be wiped out. Here, a character's speed rating determines how quickly turns can occur. Although the charge time battle system seems complicated, it really isn't.

The system simply imposes time delays on characters' moves. This is important when attacking with magic spells, some of which take several turns to actually be invoked. Also, many defensive maneuvers last a specific length of time. Thus, more advanced spells take more time to cast than simpler spells. For example, **Fire 1** has a short charge time, but **Fire 4** takes much more time to cast.

***TIP** A spell's CT fluctuates during the course of battle, and is usually the longest during the first round. Often, it's wise to wait a turn or two before launching that expensive spell!*

If you select it, you can see a list of everyone on the battlefield in the order of their moves. That way, you can see, for instance, exactly who will move before your mage's devastating ice spell detonates on the monsters. This is also a neat way to set traps for unsuspecting enemies.

When an enemy mage charges up to cast a damaging or even lethal spell, you should have your units attack it and kill it before the mage can activate the spell. If you can't kill it, at least get out of the spell's path! If you can't do anything else, at least move next to an enemy to share the punishment (of course this doesn't work with summoning magic).

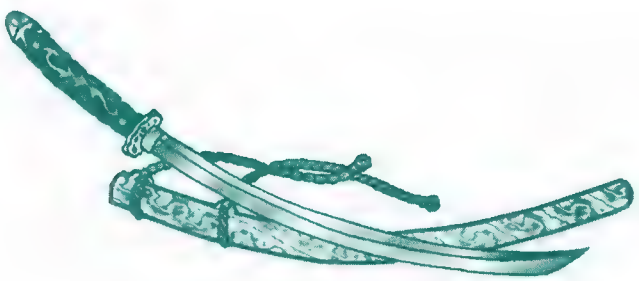
Targeting

Every spell or physical attack requires you to supply a target. Clearly, offensive spells target monsters, while defensive or healing spells target friendlies. Depending on the spell or attack, the size of the targeted area varies, as does the range of the spell or attack. The swipe of a sword can only be made to an adjacent hex, while many magic spells or Archer attacks can be made from many hexes away. Be very careful when targeting. There's nothing worse than hitting your own party members for considerable damage due to careless targeting.

One fabulous feature of *Final Fantasy Tactics* is the information given to the attacking party member. Once a target is selected, the exact extent of the damage that will be inflicted is shown. Since characters have many and varied methods of attack, you can set up each one to see which does the most damage.

When possible, always aim for your enemy's back to maximize the attack's likelihood of success and the damage it will cause. Likewise, you should always try to position your units with their backs to an ally or an obstacle to avoid being attacked from the rear.

A final word: If you cast a spell or slash away at the spot previously occupied by a monster who has moved away or been destroyed, you attack in vain. Surviving monsters lick their chops when you waste attacks like this.



Battlefield Proverbs

- Learn from failure. If you were decimated in the last battle, figure out why this occurred. Perhaps the enemy made a beeline for Ramza. If so, you need to re-fight the battle and protect the main hero better. Or perhaps your fighters were taken out by enemy Archers before they could even make a dent in the opposition. If this happens, just select speed demons or mages to deal with the Archers.
- Eliminate healers and Wizards first. Unless you dispense with these pests, you're bound to do badly in the combat. Healthy healers just keep bringing depleted monsters back to fighting strength. Wizards wreak havoc on a party from afar.
- Save regenerators for last. Any monsters that regenerate after defeat need to be dealt with near the end of combat. If you take them out first, they'll just keep coming back to haunt you. (Of course, if you want mucho experience and job points from a drawn-out combat with regenerators, be my guest!)
- Use decoys. Try to make monsters you wish to save for last go on wild goose chases, perhaps running like rabid dogs after a Priest who can heal up every turn. This will distract them from turning on you for awhile.
- Use terrain to your advantage. Anyone in the party with special skills in movement and jumping should attack from protected or higher territory to prevent vicious counterattacks.
- Follow the leader. In many scenario battles, you'll know who the leader of the opposition is. If you take him/her out, the battle is won.
- A good offense is a good defense. Rely on defensive spells in addition to your head-banging offensive spells. The lives you save may be your own.
- Weak monsters are tough. A monster can slaughter you, whether it has one or millions of Hit Points remaining. Alright, so monsters never have millions of Hit Points. The point is, don't relax until the monster is dead!

- Carefully monitor Magic Points. A character with Priest and Oracle jobs can't do much good without some MPs in reserve. Enough said!
- Do not become the object of a monster's desire. Watch carefully where range-attacking monsters place their terrain target. No sense walking into trouble if you can help it.
- Watch out for traps on some terrain. Need I say more?
- Know when to go for a quick kill. If characters are downed in combat, try to finish off the opposition within a couple of turns so your fallen comrades will return for future fights.

Level-Raising Tricks

Heroes increase their critical experience and job ability levels when triumphant in combat. Higher levels mean a better chance to breeze through the battles and to make job changes. It takes 100 Experience Points to achieve a new experience level.

In addition to the normal acquisition of Experience and Job Points from combat successes, *Final Fantasy Tactics* provides the player with a few strange ways to raise levels extremely quickly. Remember, nothing prevents a player from attacking a party member, and combat immediately ends when the last monster (or Ramza) is defeated.

For example, try waiting until the enemy is down to its last survivor. Normally, a sole remaining enemy, unable to heal, will head for a corner of the battlefield and cower in terror. So long as that survivor remains alive, the combat can continue. Then take any character whose level(s) you wish to raise and start attacking every friendly character on the board, even healers. Experience and Job Points will flow like water toward the attacker. Since all characters downed in battle revive fully healed after the battle, once all are defeated, finish off the lone enemy. This is nasty but very efficient.

To make this last forever, probably to the edge of boredom, execute only attacks that do minimal damage. Against a strong friendly character, you

could quickly gain 10 levels this way. Consider throwing stones or just talking the person to death.

Some monsters regenerate a certain number of combat turns after being crushed. If your party clearly out-guns these monsters, take all non-regenerating enemies down but one, and keep slaying the regenerators over and over again for easy level rises.

Another trick is to delay heading to the next *Final Fantasy Tactics* storyline map location. Rather, keep heading for the oasis sites, and keep fighting random monsters for as long as you wish. Then head for the nearest town, purchase new abilities and equipment, and do it all over again.

Keep notes about your characters' current ratings, especially Hit and Magic Points. When you achieve a new level, increases are random. Constantly watch how close each hero is to a level rise. After the combat that results in a level rise, if you're dissatisfied, load the last saved game, and try again for better stat increases.

Reap Your Rewards

Whenever characters or monsters are killed, they linger near death for three turns. Once the grim reaper comes, they turn into either a treasure chest or a floating gem. The treasure contains, big surprise, an object, weapon, armor, or potion. The gem offers complete healing of Hit and Magic Points or the skill of the fallen monster or character. Sometimes the gem does both, so a survivor must choose.

NOTE ***There are three different colors of gems: red, yellow, and blue. Red gems restore HP/MP levels; blue crystals either restore HP/MP or offer an inherited ability from the fallen one; and yellow gems will always restore HP/MP and sometimes offer an inherited ability.***

Be patient, or treasures will not be available. Of course, after scenario battles, war trophies are awarded separately. No need for patience then!

Part II

THE BATTLE WALKTHROUGHS

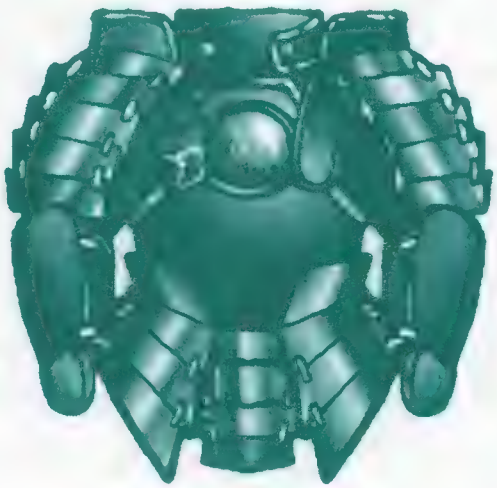
Final Fantasy Tactics is divided into four story chapters which require you to fight scores of successive battles (over 50 in all) that advance the game's plot to its thrilling conclusion. These battles, called "stages," must be completed in succession for complete victory over the game. The next four chapters of this book cover each of the four chapters of *Final Fantasy Tactics*: Chapter 5 of this book covers Chapter 1 of the game, Chapter 6 of this book covers Chapter 2 of the game, and so on.

When you see references in the walkthroughs to chapter numbers, they will refer to the game chapter, not the book chapter.

Don't endeavor to find a perfect step-by-step walkthrough of the game. It does not and cannot exist for a very good reason: From your first moves on the first battlefield in the first stage of *Final Fantasy Tactics*, an infinite and bewildering variety of results can occur, depending on your actions and those of your enemy.

What these walkthroughs will give you is practical insight and strategic advice that will help you master all phases of the game. Learning and applying these strategies should appreciably improve your chances of overcoming the many challenges of *Final Fantasy Tactics*.

Finally, look for special intelligence on *Final Fantasy Tactics*' most interesting optional quest: finding Cloud from *Final Fantasy VII*.



Stage Guides

These reports are pithy and succinct strategy guides for each of the 53 stages you'll have to clear if you wish to conquer *Final Fantasy Tactics*. Rely on this wisdom to plan your approach to every stage.

The information in each walkthrough is set up in the following categories:

STAGE GUIDE TEMPLATE	
Stage	Stage number and title.
Story	The latest developments in the unfolding "Zodiac Brave Story."
Boost Level	The recommended experience level for the heroes to have achieved before tackling this stage.
Difficulty	How complex or easy the upcoming stage will be; possible ratings, in increasing order of difficulty, are Easy, Average, Hard, and Oh Mama!
Guest(s)	Ramza's all-important stage guests, both valuable fighting partners and big players in the *Final Fantasy Tactics* plot.
Stage Frights	Roll call of the human and monster foes Ramza will confront in the stage.
Attack Tactics	Suggested plan of attack for the heroes, pinpointing the best assault configurations: ● Charge—Everyone confronts the enemy directly. Send all heroes forward to defeat each enemy in turn. ● Waiting Game—Everyone spreads out, forming a defensive line. ● Half-and-Half—Spellcasters and/or Archers move away from the main battle while the bruisers attack. ● Pincer—Party splits and heads to opposite sides of stage map, trapping foe in the middle. ● Sweep Left or Right—The entire party moves in a circular pattern around the battlefield.
Dress Rehearsal	This is the heart of the walkthrough, offering special hints, tips, ploys, and tactics for the stage, including the lowdown on what enemies to target first and last, dealing with the toughest foes, and using terrain to your advantage.

Read Me! Read Me!

Please contemplate these five extremely important pieces of advice:

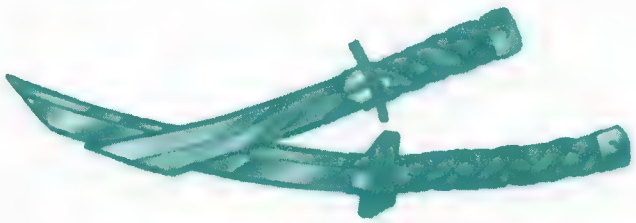
- A stage's difficulty is related not only to what jobs the members of Ramza's team hold, but what job abilities they have earned and assigned. A squad of high-level characters from top professions with few powerful abilities is weak indeed.
- None of the career paths for Ramza and friends can be set in stone. Dance to the beat of your own drummer, but scrupulously follow the book's earlier chapters on creating, cultivating, and enhancing Ramza, and his sidekicks to get the most out of them. Strive for a continual party balance between quick-moving, high-climbing, hard-hitting fighters, devastating long-range spellcasters or accurate Archers, and some powerful, flexible monsters. Try to have every conceivable profession at your disposal. Each character, whatever their profession, should have versatile talents. Because he is constantly leading, develop Ramza into a super-hero.
- Experiment with different ways of approaching stages. When something works, use it again.
- Likewise, learn from failure. If you were decimated in the last battle, figure out why. Perhaps the enemy made a beeline for Ramza. If so, you need to re-fight the battle and protect the main hero better. Or perhaps your fighters were taken out by enemy Archers before they could even make a dent in the opposition. If this happens, just select speed demons or mages to deal with the Archers. Go to school on the opposition.
- If a stage proves to be too difficult, sit back and relax. Place the whole team on automatic computer control. This should help with most of the relatively easy stages until you get your party's levels up.
    - Most stages require Ramza's party to defeat all the enemies. However, some award victory if the opposition's leader is downed, while others end tragically if a special guest is defeated. When the stage begins, watch carefully for any special winning or losing conditions.

Let the Adventure Begin

Like all great legends, *Final Fantasy Tactics* starts and ends with conflict on a grand personal and political scale. *Final Fantasy Tactics* centers around the quest for peace and harmony between two deeply segmented reigns in Ivalice, Gallionne, and Zeltennia, who begin fighting the Lion War shortly after the conclusion of Ivalice's half-a-century conflict with Odallia.

This saga, known as the "Zodiac Brave Story," has everything—royal abduction, loyalty, treachery, civil war, uncivil war, back-stabbing, moving oratory, deaths of friends, friends turned enemies, epithet and insult hurling, fantastic magic, devastating melee attacks, more exotic beasts than you can shake a stick at, a mysterious holy stone, and 12 zodiac stones scattered throughout the land.

At the heart of the conflict are two boyhood friends, Ramza and Delita, the former lost in the tumult of history, and the latter revered for stopping the Lion War. To see how these titans achieved confluence on this elaborate, historical stage, we begin, naturally enough, at the beginning...



Prologue

Outside the Orbonne monastery, Ramza and friends try to protect Princess Ovelia, along with the Hokuten Knights right in the middle of a wild melee. Since you can never control guests, only Ramza, a Level 9 Squire, is under your direction. Make sure Ramza is kept out of harm's way. Ramza begins the first stage as a Level 1 Squire.

Check out the jobs and stats for Ramza and the others in the fight. Expect to deal with these powerhouse professions and abilities in the future. Be thankful the mercenary Dark Knight, Gafgarion fights at your side, for now!

The minute this battle ends, Delita kidnaps Princess Ovelia, and the game begins in earnest.

Chapter 5

The Meager

This chapter is dominated by a conflict pitting Ramza and Delita against the Death Corps, Wiegraf's outlaw band of roving thieves and scoundrels. You'll follow our heroes through their sensational rescue of Marquis Elmdor, Lord of Limberry, the kidnapping and brutal demise of Delita's sister at the hands of Algus, and the heroes' ultimate revenge against the Death Corps and Algus. Fortunately, none of the fantastic twists, turns, and treachery of *Final Fantasy Tactics* will surface—Yet!

STAGE 1 Death Corps Attacks Magic City Gariland

STORY The Death Corps, a nasty band of thieves, roves the countryside disturbing the public peace and order. Ramza, his boyhood friend Delita, and some pals defend the town.

ADVANCE INTELLIGENCE REPORT

Boost Level	1
Difficulty	Easy
Guest(s)	Delita
Stage Frights	4 Squires
	1 Chemist
Attack Tactics	Charge

DRESS REHEARSAL This is the first of over 50 battles! Scan the battlefield. Size up the opposition. Get an overall picture of the enemies' attack strategies. Early in the game, the all-important healers are Chemists, who throw hit-point-restoring and raise-the-dead potions. Later, both yourself and the opposition can become more powerful healers like Priests and Monks.

Gariland's houses and shops are encircled by water channels. Enter at the edge of town and quickly advance toward the enemy, using the rooftops when necessary. Always attack an enemy from the side or back to inflict greater damage. When you finish a combat, turn and face the enemy. This will force them to use up move points by trying to attack you from the back or rear.

The enemy Squires sweep to the right, aggressively approaching and attacking the party. Take out the enemy Chemist first, if possible, to prevent all of your inflicted damage from being undone with the simple throw of a potion. Protect your Chemist, keeping him out of harm's way at all times, unless he's needed for healing. Delita is a big help in this battle, storming through the enemy without fear.

When you clear this stage (or any stage in a town) use bars, shops, and soldier offices to purchase better weapons, armor, and other equipment. Be sure to recruit newbie warriors and contract for interesting and potentially rewarding side quests.

STAGE 2 Rescue of Algus on the Mandalia Plains

STORY While dreaming, our hero recalls the death of his famous father, Balbanes, the former Hokuten Knights commander. His two brothers, Zalbag and Dycedarg, and his sister, Alma, witness the mournful event.

Ah, the open countryside. No rest for the weary, though, for you stumble across the Algus, the object of the Death Corps's "desire."

ADVANCE INTELLIGENCE REPORT

Boost Level	2
Difficulty	Easy
Guest(s)	Delita and Algus
Stage Frights	4 Squires
	1 Thief
	1 Red Panther
Attack Tactics	Charge

DRESS REHEARSAL This is your inaugural battle in the great outdoors. Don't worry, few terrain changes or features obstruct movement.

A Thief joins the enemy ranks, along with a Red Panther, one of many nonhuman monsters that beset Ramza. Thieves do limited physical damage, but have a nasty habit of stealing valuable equipment and money, which is extremely significant early in the game. The Panther counterpunches and occasionally poisons. After beating on Algus a bit, the enemy hangs and waits for you to advance.

Your first order of business is to protect Algus. If he dies, the dreaded "Game Over" screen appears. Keep out of the Panther's way, and eliminate the Squires in turn before tackling the Panther.

When Ramza dies, the stage and game immediately end (you can still win the stage if you satisfy the winning condition within two or three turns). When enemies (or heroes) expire, they change into a treasure box or a crystal after two or three combat rounds (notice the numbers floating over the defeated counting down from three). When a friendly character retrieves a crystal, you have the option to heal all magic and hit points and/or inherit one of the slain enemy's

abilities. This is a handy way to earn special abilities without wasting valuable job points, and is ample reason to delay ending a battle.

From now on, this location becomes a way station for travel that may or may not trigger a random encounter.

STAGE 3 Sweegy Woods Conflict

STORY After Algus is rescued from the Death Corps, he tells an interesting story. It seems he is a Limberry Aegis Knight, a bodyguard to Marquis Elmdor, Lord of Limberry (another of Ivalice's provinces), but failed to prevent the Marquis' abduction by the Death Corps. The Marquis was on his way to Castle Igros, the seat of government for Gallione. Why not head there?

Ramza, Delita, and Algus enter Igros Castle to greet Ramza's brother, Dycedarg, the Troop Leader to Lord Larg. Algus' pleas for help fall on deaf ears. Ramza catches up with Zalbag, Alma, and Delita's sister, Teta. Zalbag, chasing the thieves, advises Ramza that his spy in Dorter Trade City has been dispatched.

ADVANCE INTELLIGENCE REPORT

Boost Level	2
Difficulty	Easy
Guest(s)	Delita and Algus
Stage Frights	1 Black Goblin
	2 Goblins
	2 Bombs
	1 Red Panther
Attack Tactics	Waiting Game

DRESS REHEARSAL The battle turf varies greatly, from sloping grassland to tall trees, with some water as well. As you probably learned in Gariland, fighting in or traveling through water decreases movement and attack capability.

Beware ganging up on the Black Goblin—its **Turn Punch** is very effective against multiple targets within range. Fortunately, the damage is minimal. Run-of-the-mill Goblins do decent damage, counter, and, worse yet, blind the target. When attacking a Bomb, don't get closer than an inch of its hit-point life, for it

self-destructs, heavily damaging all within range. Consider attacking the Red Panther with magic or arrows—anything to avoid close personal contact.

The enemy steadfastly plods towards the party. A single bridge joins the two hills; pounce as they move to single-file across the bridge. This restricts their movement, and lots of enemies together means the Wizards can target multiple enemies at one time. The Bombs take forever to move forward.

The heroes have a decided speed advantage. Use it. With Delita and Algus in tow at Ramza's side, this fight should be effortless. Aren't guests wonderful?

By this time, you should be able to purchase the Chemist **Phoenix Down** ability, a relative job-point bargain that will allow you to raise your dead.

STAGE 4 Slums of Dorter Trade City

STORY When Ramza and friends enter Dorter Trade City, they are shocked to witness Wiegraf, the Corps' leader, yelling at an ally of Gustav, the Corps' subleader, for kidnapping Marquis Elmdor. The ally reveals that the Marquis is imprisoned in a "rat cellar" located deep in a nearby desert.

ADVANCE INTELLIGENCE REPORT

Boost Level	4
Difficulty	Easy to Average
Guest(s)	Delita and Algus
Stage Frights	3 Archers
	1 Knight
	2 Wizards
Attack Tactics	Charge

DRESS REHEARSAL Ready for some real action? The enemies here are clever humans. Except for a single slow-moving but powerful Knight (who can sometimes heal), all enemies attack from far-off battlefield spots, some high atop the town's buildings.

To the left of the party, a lone Archer takes root and pummels the party from on high. Unfortunately, both your strong guests head up to take out this Archer. Directly in front, the Knight and a Wizard advance. High above a distant building await another Wizard and Archer! The final Archer lurks just around the corner from the party's entrance point.

Let the guests handle that lofty Archer (actually, you have no choice!). (Eventually some pretty powerful guests will actually join the party, and can then be controlled.) Until then, you must stave off the other enemies, perhaps by hanging back. Though the Wizards hurl long- and wide-range spells of elemental destruction, like **Bolt** and **Fire**, they possess negligible hit points. One or two strong swipes from Ramza's sword or a single damage spell from a party Wizard should do the trick. Make the Wizards your first priority. When the Wizards crank up a spell, leave the target area before the spell is actually cast. (Check the charge time list to see which characters will or will not have this opportunity.)

By this time, Delita and Algus should have finished off the Archer and returned to help mop up. Stay clear of direct contact with the Knight until your whole party can gang up on him, as he packs a major-league wallop.

STAGE 5 Cellar of the Sand Mouse

STORY The Gustav ally in Dorter Trade City informs Ramza that the Marquis is being held in a deserted house in the Zeklaus Desert.

ADVANCE INTELLIGENCE REPORT

Boost Level	6
Difficulty	Average
Guest(s)	Delita and Algus
Stage Frights	3 Knights
	1 Archer
	2 Monks
Attack Tactics	Half-and-Half

DRESS REHEARSAL Observe that the enemies increase in strength, abilities, and magic, just as Ramza and his pals do.

The layout of the territory here provides the key to winning the stage. All the foes are holed up in one area bounded by tall walls. Only two exits (or entrances) exist. For the first time you should deploy a split party, one near each of the exits.

Employ a long-ranger, preferably a Wizard. Not only can a Wizard attack far from its target over a wide range, but such attacks can be cast over high walls. The enemies make inviting targets, all bunched up at the easternmost exit.

Delita immediately blocks the arched exit, confronting all enemies. Every enemy but one, including the hit-crazy monks, bunches close together trying to attack the bold Delita. As a result the back non-arched door is left basically unprotected. Only the enemy directly facing Delita and the Archer can actually reach him for damage. Have a healer continually replenish Delita.

While all this activity is taking place at the arched doorway, sneak a Wizard into the nook at the bend in the structure's walls, next to a tree. Cast damage spells like crazy. Soon, the Wizard will wear the enemy down, and you can finish them off by having the rest of the party sneak through the unarched doorway behind the enemies concentrating on Delita.

STAGE 6 Fortress of Thieves

STORY After the humiliating defeat, Wiegraf scolds Gustav. The latter can take no more and lunges at Wiegraf. The Death Corps's leader parries Gustav's attack, dispatching him with a fatal thrust through the stomach. So much for Gustav.

Wiegraf escapes when the weakened Marquis Elmdor distracts the party. With Marquis Elmdor rescued, back at Castle Igros, Dycedarg scolds Ramza for interfering. Lord Larg, the Ivalice Queen's older brother and ruler of Gallione, appears, and stops the reprimand.

Ramza closes in on the Death Corps in south Gallione, facing Miluda, younger sister of Wiegraf. She has no kind words for the nobles' ruling class.

ADVANCE INTELLIGENCE REPORT

Boost Level	7
Difficulty	Average
Guest(s)	Delita and Algus
Stage Frights	Miluda
	2 Priests
	3 Thieves
Attack Tactics	Charge

DRESS REHEARSAL Here, as in many of *Final Fantasy Tactics*' stages, defeating the leader of the opposition clears the stage. Bear in mind that the defeat of many game characters is not permanent until much later—they escape to fight another day. (If prudent, take out the target to win the stage, or linger and eliminate all the target's cohorts for mucho experience and job points.)

Miluda, a developing Knight with armor-breaking capability, hangs back under the protection of the Priests and a Thief. (If you're curious about how versatile game jobs can be, just watch those kindly, healing Priests wallop your party with attack spells.) The Thieves are not shy. All the enemies attack from high elevations, a definite benefit in their favor.

Nothing fancy here—wipe out those Priests immediately, then get down to business with Miluda. Until she is low on hit points, Miluda moves forward and does considerable damage. **Bolt** spells work best on her.

STAGE 7 Miluda Resurfaces on the Lenalia Plateau

STORY The Death Corps attacks Lord Larg's residence at Castle Igros, left unprotected by the expedition to the south. The Death Corps wants to blow away Dycedarg, but botches the job because of Zalbag's intervention. All is not lost to the brigands, however, for they kidnap Teta, Delita's younger sister. Understandably, Delita is ticked big-time.

Ramza returns to Castle Igros. The injured Dycedarg tells Ramza of Zalbag's preparations for an all-out attack on the Death Corps. Before that, Teta has to be rescued. Algus questions this strategy. This doesn't improve Delita's disposition and, from here on, Ramza and Delita have a new mortal enemy in Algus.

Heading for a showdown at Fort Zeakden, Delita and Ramza bond.

ADVANCE INTELLIGENCE REPORT

Boost Level	8
Difficulty	Easy to Average
Guest(s)	Delita
Stage Frights	Miluda
	1 Time Mage
	2 Wizards
	2 Knights
Attack Tactics	Waiting Game, then Pincer

DRESS REHEARSAL Miluda reappears, a great dodger and much stronger, but still susceptible to **Thunder**. You need only defeat her to win the stage.

You must climb a hill toward the enemy. High stone walls surround a gully where the combatants face off as the stage begins. After playing a waiting game by forming a defensive line to prevent enemy mages from targeting any heroes, maneuver around the Knights, but head quickly off to the sides. They simply can't keep up.

A Time Mage can cause real havoc, casting **Haste** on friends and **Slow** on enemies as well as other similar spells. She should be your first target, followed by the two Wizards, who place themselves in protected, remote parts of the front.

Keep heading topside, sending half the party up one side and half up the other. Carefully avoid the Wizards' target areas. Leave no one in the gully. There are simply too many enemies waiting to attack. (Now that you'll be facing tougher foes, avoid keeping all party members in a vulnerable back-to-back grouping.) If you're not careful, one Wizard's lightning spell will have you scrambling for the RESET button.

Once defeated here, Miluda leaves this mortal plane forever, to surface no more.

STAGE 8 Under the Forvoham Plains Windmill

STORY Taking refuge inside a windmill shed, Wiegraf is still complaining. Now he's upset with Golagros about Teta's kidnapping. On receiving the news of Miluda's death, Wiegraf becomes understandably vengeful.

ADVANCE INTELLIGENCE REPORT

Boost Level	9
Difficulty	Easy to Average
Guest(s)	Delita
Stage Frights	Wiegraf, Leader of the Death Corps (White Knight) 2 Monks 1 Knight 1 Chocobo
Attack Tactics	Half-and-Half

DRESS REHEARSAL This is another uphill battle, with Wiegraf, the stage's target, playing a major role. He has a special job called White Knight and uses **Holy Sword** attacks, which cause status changes like **Silence** and **Stop**. These Monks are tougher than those you faced back in Stage 5. And then there are the Chocobos, that *Final Fantasy* staple. Chocobos make great friends and terrible enemies. They have incredibly long-range flying range, hit hard, and cure.

Sometimes, the enemy bunches at the top of the stairs just beneath the windmill. This makes them especially vulnerable to wide-effect spells. Press forward up the windmill steps with some of the party, while others sneak around behind the enemies. Healing ability becomes more crucial than ever, as the adversaries in this stage are quite dangerous. Mercifully, you don't have to face any spell-casters here.

You may wish to take out the Chocobo. Then surround Wiegraf and immobilize him, with **Slow**, for example. Do this in a coordinated effort, for the **Holy Sword** does serious damage over multiple tiles. So keep everyone separate until the final thrust towards Wiegraf. Once he's down to about 20 hit points, Wiegraf flees the scene.

STAGE 9 Death Corps Bites the Dust at Fort Zeakden

STORY Just before Wiegraf fled in Stage 8, he chides Ramza about evil doings andintentions of his supposedly-loyal brothers. Keep this in mind, for it portends future events.

The last stand of the Death Corps occurs here. The Hokuten Knights, under Zalbag, lay on a terrible siege. Algus, now allied with Zalbag, "accidentally" fells Teta, and wounds Golagros, who held Teta hostage. Ramza and Delita are stunned. Zalbag leaves to pursue Wiegraf.

Advance Intelligence Report

Boost Level	10
Difficulty	Average
Guest(s)	Delita
Stage Frights	Algus
	3 Knights
	2 Wizards
Attack Tactics	Sweep Left

Dress Rehearsal The stronghold has some interesting features. The heroes can climb atop tall buildings (but, not with a single bound!). Mainly, the stronghold's space is confined and limiting.

Delita, not surprisingly, heads straight for Algus on the first move, but can be blinded for his trouble. Delita also draws lots of attention from the Wizards. Usually, he goes down, but not out of the game. Target the two Wizards before jumping on Algus, the stage target. If you rush and weaken Algus, it's possible one of the coward's Wizards will take him out with a wide-area effect spell intended for the heroes.

Before beginning the sweep, wait for the two heroes to split off in the initial deployment, way around at the stronghold's rear. This should take a turn or two. With everyone together, but not so close together as to be subject to multiple hits from a Wizard's spell, mount an aggressive left sweep.

After Algus falls, just to make things interesting, explosives set by Golagros trash the fortress when the stage is cleared. Delita and others disappear in the blast. Who lives and who dies? Play on to find out!

There are times in *Final Fantasy Tactics* when controllable, important personages join the party, as well as generic characters. For this reason, you should always have plenty of your 16 party slots available, particularly at the end of a game chapter. At the end of Chapter 1, accept all willing recruits.

Chapter 6

The Manipulator & the Subservient

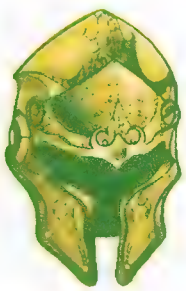
This is where things really begin to heat up. With the Death Corps out of the way, Ramza's attention turns to the increasing tension between Lords Larg and Gallione and the rescue of the kidnapped Princess Ovelia. Ramza must deal with the evil machinations of his brother Dycedarg. The Zodiac Stones start to make an impact, and the Lion War begins.

STAGE 10 Ovelia's Travail in Dorter Trade City

STORY Back at Orbonne Monastery, Ramza, the mercenary Gafgarion, and Agrias, another of Princess Ovelia's protectors, decide to find and rescue her, once and for all.

ADVANCE INTELLIGENCE REPORT

Boost Level	12
Difficulty	Easy to Average
Guest(s)	Agrias and Gafgarion
Stage Frights	2 Thieves
	2 Wizards
	2 Archers
Attack Tactics	Waiting Game



DRESS REHEARSAL Try to build up a steady income; purchasing store-bought weapons, armor, and equipment later in the game can cost over 100,000 gil.

This is another uphill fight in a confined, rural town. Thieves advance, while Archers and Wizards hang tough in the rear, to charge up powerful distance attacks.

Let the enemy come to the heroes. They'll stack up in the town's main thoroughfare, ripe to be targeted by Wizards.

Gafgarion, a Dark Knight, and Agrias, a Holy Knight are fabulous guests, with powerful magic attacks.

STAGE 11 Chocobo Boco in Araguay Woods

STORY Ramza, Gafgarion, and Agrias take off after the kidnappers, by heading for the Betha Garrison.

ADVANCE INTELLIGENCE REPORT

Boost Level	13
Difficulty	Easy
Guest(s)	Agrias and Boco, the Chocobo
Stage Frights	5 Goblins
	1 Black Goblin
Attack Tactics	Charge

DRESS REHEARSAL TUse the large tree trunks for two purposes: back up against them to protect the party from rear attacks, and use them to corner monsters. This stage offers plenty of wide-open spaces for you to move about in freely.

Six relatively slow Goblins provide the opposition. The Goblins either hang or inch forward, and hit like pantywaists.

This stage is no big deal. This might be a good place to do a little level building. Wipe out all but one of the Goblins. Pound that one to within 10 hit points of oblivion. The Goblin will cower in a corner of the battlefield, just waiting to be put out of its misery. Have the party start pounding on each other with low-impact attacks, casting heal spells, throwing stones, and other such things. In no time, you can build up lots of levels.

When you're done, don't forget to finish off that last Goblin.

STAGE 12 Delita at the Zirekile Falls

STORY Ramza is shocked to see Delita, holding Princess Ovelia, facing off against hostile forces, suprisingly the Hotuken, of Lord Larg. What's going on here? On top of everything, Gafgarion, mercenary to the last, turns against Ramza.

ADVANCE INTELLIGENCE REPORT

Boost Level	13
Difficulty	Easy to Average
Guest(s)	Delita, Agrias, and Princess Ovelia
Stage Frights	Gafgarion
	5 Hotuken Knights
Attack Tactics	Waiting Game

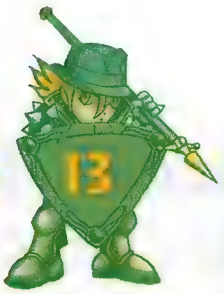
DRESS REHEARSAL This stage's terrain is dominated by a high but passable waterfall. A rickety wooden bridge spans the waterfall. Ovelia must be protected or the stage is lost. She maneuvers delicately on the waterfall, mercifully casting some powerful spells, like the awesome **Mbarrier**. Delita is now a powerful Holy Knight (Thank goodness!).

The Knights, who can cure, wait across the bridge from Ramza's party. Slowly but surely, they advance across the bridge, where they're easily picked off one by one. Breathe a sigh of relief. No need to worry about dodging magicians' spell-targeting zones.

Gafgarion, with over 200 hit points, presents quite a challenge, for his **Night Sword** cures himself when inflicting damage on the heroes. Pummel him to under 50 hits points or so, and he flees the scene.

During the battle, Ramza learns that Ovelia's kidnapping was Lord Larg's doing. He planned to assassinate the princess, just at a time when Lord Goltana of Zeltennia, was losing his standing among the people.

Delita splits after the stage is cleared. Is it me, or is Delita acting very strange? Ramza decides to enlist the aide of Cardinal Draclau, Lord of Lionel.



STAGE 13 Rescuing the Engineer Mustadio in Zaland Fort City

STORY The heroes stop in the Zalanda Fort City, and come upon a gun-toting engineer Mustadio set upon by the Bart Company, a notorious criminal syndicate. They want Mustadio to give up the "Holy Stone" in exchange for the engineer's kidnapped father, Besrodio.

ADVANCE INTELLIGENCE REPORT

Boost Level	14
Difficulty	Average
Guest(s)	Agrias and Mustadio
Stage Frights	2 Knights
	2 Archers
	2 Wizards
Attack Tactics	Waiting Game

DRESS REHEARSAL The terrain puts the party at a distinct disadvantage. You need to deal with long-range attacking enemies, protect Mustadio, and penetrate the town square through a single archway, reachable only by narrow steps. The enemies cleverly stay home in the town square, save for a solitary Knight, and one of the Wizards (who scales the main wall to the right of the party).

Mustadio always makes the first move, taking a couple of potshots with his heater, a wonderful weapon known for causing status changes on the enemy like **Don't Act**. Let your quicker people go through the archway first. Line up your Mages and Archers far enough away from the walls to prevent the enemy from reaching you with spells while you cast your own over the wall. (It's a neat trick if you can do it!) If you have an Oracle along, **Silence Song** or **Slow** are handy against the Wizards.

As always, try to take out the Wizards before piercing through to finish off the others. An alternative is to sweep to the right over the wall. This only works if you have people who can climb walls easily. This approach works especially well if one of the Wizards ventures forth from its comfortable and safe position behind the wall, and joins the Knight in the sneak attack.

All the while, situate a healer close to Mustadio.

STAGE 14 Up Bariaus Hill Bound for Lionel Castle

STORY Grateful Mustadio joins Ramza in heading to Lionel Castle to seek the Cardinal's protection. Mustadio tells of a "lost civilization" below Goug Machine City. Ramza relishes the Cardinal's public neutrality between the warring Lords Larg and Goltana.

ADVANCE INTELLIGENCE REPORT

Boost Level	15
Difficulty	Average
Guest(s)	Agrias and Mustadio
Stage Frights	2 Knights
	2 Archers
	2 Summoners
Attack Tactics	Pincer

DRESS REHEARSAL Getting tired of fighting uphill battles? Well, here's another one, and two-thirds of the enemies are long-range attackers. This stage includes your inaugural encounter with dreaded Summoners; you'll find one below each of the cliffs in the extreme corners of the map. Summoners do mass healing and big-damage, multiple attacks. Watch out!

Your guests are terrific in combat (Mustadio can shoot his gun almost from one end of the battlefield to the other). However, the party will be decimated unless you split it up and take out the Summoners.

Mustadio makes the first move, heading for the Summoner on the left side. Archers and Knights congregate away from the party atop the ridge. This gives you breathing room to concentrate on the Summoners.

Sometimes, the Knights and Archers conveniently bunch together at midfield. Oh joy for your Wizards!

STAGE 15 Zigolis Swamp Things

STORY Meanwhile, back at Castle Igros, Dycedarg, upset that his plot to kidnap Ovelia failed, orders Gafgarion to capture Ramza's party and execute everyone except the princess. (Now, that's brotherly love!) Poor Ramza! At last count, the Death Corps, Lord Larg, his own brothers, and the Bart Company are out to get him. Could there be any more treachery? Count on it.

Cardinal Draclau warmly welcomes Ramza, Princess Ovelia and the others. He promises to report Lord Larg's treachery to the Funeral, High Priest of the Gablados Church, and send a force to deal with the Bart Company in Machine City Goug.

He shows them the Zodiac Brave Stone, the holy stone, which legend tells contains great power. Twelve brave warriors, the Zodiac Braves, fought the evil Lucavi, each with a crystal, or holy stone, emblazoned with a zodiac sign.

Now, we know why Mustadio was attacked. His father, Besrodio, fearing that someone might use the holy stone for evil purposes, had entrusted it to his son for hiding. (The old man was right!)

Ramza and Mustadio leave Princess Ovelia and Agrias in the safekeeping of the Cardinal (Really smart???) to head for Machine City Goug.

ADVANCE INTELLIGENCE REPORT

Boost Level	16
Difficulty	Easy
Guest(s)	Mustadio
Stage Frights	2 Skeletons
	1 Bone Snatch
	1 Uribo (Teddy Bear)
	2 Ghouls
Attack Tactics	Charge

DRESS REHEARSAL This stage features a fetid and foul swamp. To reach the monsters, characters must enter the swamp's waters to be instantly poisoned. Poisoned characters lose about 10 to 20 hit points at the beginning of each turn unless healed. Later in the game, some characters can purchase abilities that let them float over such hazards without damage.

From a distance, the Skeletons cast **Thunder Soul** and hang back. The Ghouls teleport around the grid, and cast **Sleep Touch**. Note that curative spells bring

damage to these undead monsters; the Uribo's **Dash** is absolutely hysterical. By the way, the ghouls and other undead monsters revive a few turns after being felled.

Head straight for the monsters. None hit very hard, and the Ghoul's lighting spells do minimal damage. A nice and easy stage, for now at least.

STAGE 16 Losing a Holy Stone in the Goug Machine City Slums

STORY The party is shocked on arriving at Goug Machine City. Where are the Cardinal's soldiers facing off against the Bart Company? Mustadio leaves to investigate. Smell a Cardinal rat?

Trouble! In the city's fetid slums, Rudvich, Bart Company leader, holds the captured Mustadio and Besrodio. Mustadio is released only after Ramza digs up the Taurus holy stone from its hiding place and throws it to the scoundrel. Rest assured, the Cardinal will no longer get invites to Ramza's soirees.

ADVANCE INTELLIGENCE REPORT

Boost Level	20
Difficulty	Average to Hard
Guest(s)	Mustadio
Stage Frights	2 Thieves
	2 Archers
	2 Summoners
Attack Tactics	Sweep Left

DRESS REHEARSAL Lots of varied structures, some of very high elevations, await the party in this stage. Again, many of the foes can attack from long range. (Getting the hint for your own party makeup?)

Thieves have a nasty habit called **Steal Heart**. If it is successfully applied to a hero or guest, he/she falls in love with the Thief, and starts attacking the other heroes.

Because there are Summoners in this stage, avoid bringing the party together in close quarters. One approach with these Summoners (or Priests, for that matter) is to hit their comrades quick and early. Rather than concentrating on the heroes, the Summoners will make healing a priority. Snuff out the Summoners after initial forays against their fellow enemies.

An effective left sweep does the trick here, as the Summoners are fairly close to your party if you advance quickly, and the Archers do little injury. When the stage is cleared, Mustadio, no longer an uncontrollable guest, joins up.

STAGE 17 Bariaus Valley Rescue

STORY The freed Besrodio says the stone turned over to Rudvich was a fake. Ramza now knows Princess Ovelia and Agrias are in mortal danger. Hence, it's back to Lionel Castle, via the back door, requiring a sea voyage to Warjilis Trade City.

On the dock, Delita reappears and peculiarly warns Ramza to back off from rescuing the princess or gathering the stones. Delita clearly has his own agenda. Unfortunately, Ramza hasn't a clue what it is.

ADVANCE INTELLIGENCE REPORT

Boost Level	21
Difficulty	Easy
Guest(s)	Agrias
Stage Frights	2 Knights
	2 Archers
	2 Wizards
Attack Tactics	Charge

DRESS REHEARSAL The rain pours down, restricting mobility as the party navigates extremely mountainous terrain cut almost exactly down the middle by a waterway. A lone rock to the right provides fairly easy access to the far side. Otherwise, characters must enter water to cross. In deep water, no action can be taken—so it's always best to finish moves on solid earth. Shallow waters permit action, though.

The Archers naturally hang back, but these Archers have crossbows, making for more lethal damage. Mages now have the ability to poison.

Take out that first Wizard on the left with a single shot from Agrias, and one shot from anyone else. By the way, Mustadio's gun, when a shot hits home, causes not only physical damage, but status changes, like **Don't Act**.

As with most of the easy stages, just move forward and take out everyone as quickly as possible. No special care needs to be taken.

After the stage, Agrias, who must be protected to win the stage, joins the party. Covet her, for her devastating **Holy Knight** attacks should serve Ramza well right up to the end of the adventure. Congratulations! She's a keeper.

STAGE 18 Trapped at the Golgorand Execution Site

STORY The whole time, the Cardinal plots with Gafgarion to use the princess as bait to lure Ramza to his ultimate demise and get the holy stone. Ramza and friends run right into the trap.

ADVANCE INTELLIGENCE REPORT

Boost Level	23
Difficulty	Average to Hard
Guest(s)	None
Stage Frights	Gafgarion
	2 Archers
	3 Knights
	2 Time Mages
Attack Tactics	Pincer

DRESS REHEARSAL Gafgarion is back, with a vengeance. He springs a trap supported by two Knights close to the party's entrance tiles, a third Knight and two Time Mages on the parapets above the field, and some floating Archers. This is a formidable force.

The party is split on deployment. The two heroes emerging under the archway should be Mages who can cast spells on the parapet above. Send one group up to the left parapet and the other group to the right parapet. The Time Mages have under 100 hit points, so the heroes should have no trouble defeating them. With this strategy, the two Knights down below can only watch in amazement.

Gafgarion replenishes hit points for every point of damage he inflicts. So never waste an attack on him unless you really mean to destroy him with several successive attacks. (By the way, it should come as no surprise that when you get him down to a few hit points, he leaves the field. Unfortunately, he leaves alone.)

This is as good a time as any to remind you that your only abilities available in combat are those from your current job unless you set them before the battle. There's no changing abilities in the middle of combat.

That said, back to the trap. After dispatching the Time Mages, cast spells at all the others down below from the relative safety of the parapet.

Another approach is to simply wipe out Gafgarion immediately, then head for the parapets. Sometimes this does not work, as the Time Mages are not shy about casting spells turn after turn.

STAGE 19 No Man Is an Island at the Lionel Castle Gate

STORY Ovelia is miserably confined to a room inside Lionel Castle, and she meets Delita again. Ovelia rebukes Delita as a traitor just as he, the Cardinal, and a mysterious Knight, Vormav, enter. Vorumav tells an astonishing story.

Ready for this? According to the Knight, Ovelia is not a princess at all but a sub for the real Ovelia, who died many years ago. Ovelia is important to certain unnamed parties who want her to ascend the Kingdom's throne. Wow! Needless to say, Ovelia is less than pleased.

Outside, Ramza's party arrives at the castle's gate.

ADVANCE INTELLIGENCE REPORT

Boost Level	25
Difficulty	Hard
Guest(s)	None
Stage Frights	Gafgarion
	3 Knights
	2 Archers
	1 Summoner
Attack Tactics	Special

DRESS REHEARSAL Earlier, we suggested that you make Ramza a super-hero. In this stage, you'll discover why. In a few stages, including a critical one near the end of Chapter 3 of the story, Ramza fights an entire battle one-on-one with a powerful enemy.

Here, you deploy Ramza alone, on a parapet above the castle door. Just to make things interesting, your old friend Gafgarion shares your turf. On the other side of the door is a courtyard populated by the rest of your team and Gafgarion's minions.

Even at this level (25 or so), a one-on-one with Gafgarion is probably a losing proposition because of his **Night Sword** healing with every damage point inflicted on Ramza. However, Ramza is really not alone. Recall that your Mages can cast spells over even the highest of castle walls. So retreat against the walls and try to thrash Gafgarion from afar. You could imbue Ramza with Time or Yin-Yang Magic, and pray it works.

You should have set a **Move** + ability. Head down the stairs to the left side of the door. Press the action button and a lever opens the door. Your allies, initially deployed just on the other side of the door, should stream in and help Ramza finish off Gafgarion, who dies for good this time. Pick off the other enemies as they come through the narrow doorway. Life is good!

When this stage ends, save the game, and do any hero management, for the next battle follows immediately. No rest for the weary.

STAGE 20 A Zodiac Stone Inside Lionel Castle

STORY Before the heroes arrive inside the castle, Ovelia is gone, whisked away by Delita to Zeltennnia Castle, home of Lord Goltana. The Cardinal alone confronts the heroes. The Cardinal uses the Zodiac stone to change into a Lucavi beast, Queklain, one of many phantasms dominating the kingdom's legend and myth. (Does the Lucavi look strangely familiar? Ever see *Creature from the Black Lagoon*?)

ADVANCE INTELLIGENCE REPORT

Boost Level	25
Difficulty	Oh Mama!
Guest(s)	None
Stage Frights	Lukavi
Attack Tactics	Pincer

DRESS REHEARSAL With multiple turns and lots of powerful spells, this is quite a fierce monster. At least, it's alone, but casts **Nightmare**, a combination **Sleep** and **Death Sentence** spell. Spread out and surround the monster with everyone and thrash away. After about 400-500 points of damage, the Lucavi goes down in a flashing blaze.

Retrieve the Scorpio Zodiac stone when the horror buys it. That's two!

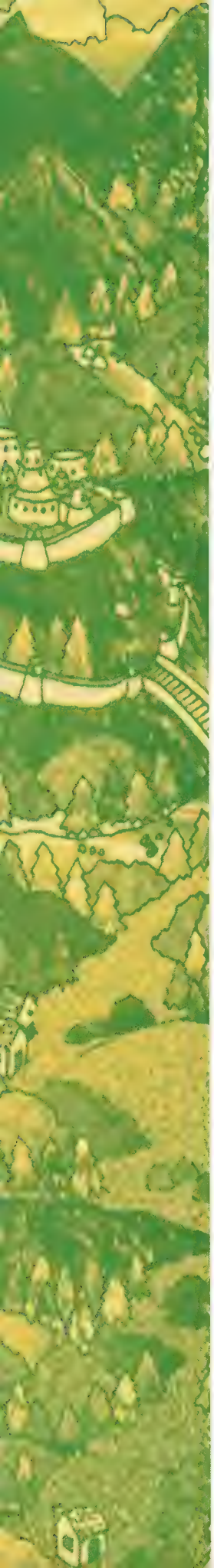
Delita is promoted to one of the Lord's top-ranking advisors for being the head planner of the princess's kidnapping. Furthermore, he proposes to proceed to the royal capital, Lesalia, by leading the Nanten of Goltanna. Lord Larg mobilizes the Hokuten Knights.

The Lion War begins in earnest.

Chapter 7

The Valiant

War spreads throughout the land. Ramza and the heroes walk a narrow tightrope across the furious frays. Lots of weirdness is afoot as Zodiac Stone incidents are reported constantly. Deception, evil, and death become commonplace, as loved ones are killed or mistreated, and nothing is as it seems.



STAGE 21 The Astrologist Versus the Goland Coal City's Thieves

STORY Ramza suggests peace negotiations with Orlandu, the Nanten Knights' commander. En route to the royal capital, Ramza comes across Olan in Goland Coal City, a young man trying to escape.

ADVANCE INTELLIGENCE REPORT

Boost Level	27
Difficulty	Easy to Average
Guest(s)	Olan
Stage Frights	1 Mediator
	3 Thieves
	2 Chemists
Attack Tactics	Pincer

DRESS REHEARSAL Much of the action takes place on the rooftops of the town, where Olan, who must be protected, begins the stage.

Two of the Thieves hang back. The Chemists really go back into a defensive position. Be very wary of the Thieves, and their **Steal Heart** nonsense. But for this, we would have ranked the stage as Easy. Take out the one Thief who shows any aggressiveness. Then make a beeline for the Mediator, who, fortunately, has few hit points.

Sit back and enjoy Olan's monster dictionary reading, and particularly his **Galaxy Stop**, a spectacular spell that inflicts multiple status changes on all the stage's enemies. After a few of these, the enemies are easy pickings for Ramza and the rest of the party.

After thanking Ramza for the rescue, Olan, who knows Ramza by reputation declines an offer to join.

STAGE 22 Storming the Back Gate of Lesalia Castle

STORY Ramza encounters Zalbag, who sharply criticizes Ramza for accusing their brother Dycedarg of wrongdoing in the princess's kidnapping. A report comes: The Nanten Knight, led by Orlandu, or "T.G. Cid" has broken through the Dogora mountain pass.

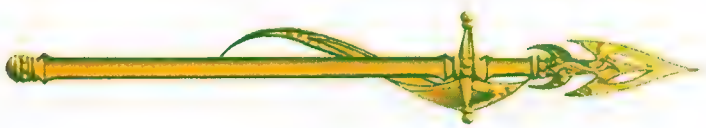
Just after Alma reunites with Ramza, the party comes upon Zalmo at the back gate of the castle. The Holy Priest accuses Ramza of heresy in the death of the Cardinal, and stealing the Zodiac stone. So much for rational and fair thinking?

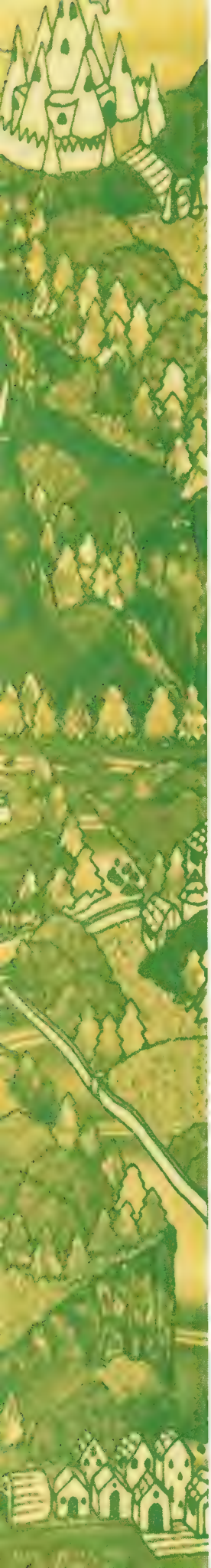
ADVANCE INTELLIGENCE REPORT

Boost Level	28
Difficulty	Easy to Average
Guest(s)	Alma
Stage Frights	Zalmo
	3 Knights
	2 Monks
Attack Tactics	Waiting Game

DRESS REHEARSAL The enemy advances slowly toward the party, who have plenty of time to respond to their charge across the field and up the narrow stairway to the gate. Do not send mages through the gate, but keep them behind the wall for spellcasting, out of harm's way.

Alma, a Cleric, has the first move: a terrific magic and physical attack barrier on Ramza. What a sister! Zalmo, the stage target, just marches up the stairs into your arms, an especially nice gesture, since he's the stage's winning target. Beware of the other enemies—they hit hard and often, if and when they reach you. When Zalmor gets close to zero hit points, he and his lackeys hit the road.





STAGE 23 Orbonne Monastery's Underground Book Storage Second Floor

STORY Ramza learns that the holy stone Virgo is at the Orbonnu Monastery. As a "heretic", he cannot enter the convent, so the pure Alma becomes a guest.

At the convent, already under attack, Simon, the monastery head, collapses on the first floor of the library. It seems that High Priest Funeral is trying to undermine the warring parties and grab the stones for his own mad-for-power purposes.

Because of this, Ramza entrusts his two holy stones to Alma, and then he goes after the attackers, on the floors below.

ADVANCE INTELLIGENCE REPORT

Boost Level	30
Difficulty	Average to Hard
Guest(s)	None
Stage Frights	3 Lancers
	2 Time Mages
	1 Chemist
Attack Tactics	Waiting Game

DRESS REHEARSAL Lancers are fierce opponents. They hit for incredible damage and have special leaping and attacking from above abilities. The Time Mages at the base edges of the convent's library are particularly active at casting **Haste** and other time-related spells. The Chemist hangs back, healing the Lancers when necessary.

The party should spread out immediately so no one hero absorbs high-damage attacks from the Lancers. You can even use a Chocobo to take out the Time Mages—they can come in very handy from time to time.

When the lead Lancers start up the steps to the top level where the party begins, they are susceptible to a wide-area Wizard's spell. Use the library's upper-level bookshelves as obstacles to hold and eliminate the Lancers, or cast status-change spells on them with Agrias' **Holy Sword**, or a Yin-Yang Geomancer.

Have Mustadio, who by now has joined the party, silence the Time Mages with **Aim**. If you manage to finish them off, the rest is easy. The Chemist and Time Mages hit like powder puffs.

STAGE 24 Orbonne Monastery's Underground Book Storage Third Floor

STORY Deeper into the monastery the party goes. Finally, they come face-to-face with Izlude, who has the Virgon Zodiac stone.

ADVANCE INTELLIGENCE REPORT

Boost Level	31
Difficulty	Average
Guest(s)	None
Stage Frights	Izlude
	2 Knights
	2 Archers
	1 Summoner
Attack Tactics	Charge

DRESS REHEARSAL Izlude, a Knight Blade, is the stage target. His cast is impressive, and they know when to attack and withdraw. This floor looks like a flattened beehive with twisting passages. The walls atop the passage borders are ascent-worthy.

As you advance in the game, certain abilities seem to work better than others in certain stages. Because Archers constantly pummel you from a distance in this stage, consider using a character with **Dodge Arrow**. Such characters are difficult to defeat because of their jumping ability and invulnerability when airborne. You may wish to finish off the Summoner lurking just east of the party at the entrance.

Get within range of Izlude. From the second the stage starts, advance toward him with everyone. When he lands or heals himself in a combat turn, pounce with the heavy artillery.

STAGE 25 Orbonne Convent's Underground Book Storage First Floor

STORY He's back! Wiegraf, leader of the defunct Death Corps and now a powerful White Knight, apparently survived the explosion at Fort Zeakden.

ADVANCE INTELLIGENCE REPORT

Boost Level	33
Difficulty	Average
Guest(s)	None
Stage Frights	Wiegraf
	2 Knights
	2 Archers
	1 Wizard
Attack Tactics	Half-and-Half

DRESS REHEARSAL The party starts behind a huge bookshelf with entrances onto the main field of battle on both sides. Focus on Wiegraf, the stage's target. The enemy approaches in a scatter-gun pattern.

If you can't defeat Wiegraf on the first round, spread everyone out, and attempt to keep your long-range attackers out of Wiegraf's attack zones. In the end, the best approach may be to use heavy-duty hitters for close-in melee to soften him up—the long-rangers can finish him off.

When this stage ends, Izlude spirits Alma away with the plundered Virgo stone. Wiegraf, injured grievously, "bonds" with the Aries Zodiac stone. He is transformed into another Lucavi terror, Velis the Devil, who taunts Ramza and disappears in a flash.

Simon hands Ramza the fabled book *Germonik Scriptures* and then takes his last breath.

STAGE 26 Climbing Grog Hill

STORY Heading for Dorter Trade City, Ramza learns of Alma's imprisonment in Riovanes Castle. He must bring the book Simon gave him.

In the ruins of Zeltennia Castle, Lord Goltana's lair, Ovelia is overwhelmed with grief, now a prisoner there. Delita promises her a new life, but to be patient. Gradually Ovelia begins to warm up to Delita.

ADVANCE INTELLIGENCE REPORT

Boost Level	34
Difficulty	Average
Guest(s)	None
Stage Frights	2 Chemists
	1 Archer
	1 Thief
	2 Squires
Attack Tactics	Pincer

DRESS REHEARSAL Another hill to climb—this time, Grog Hill. This one's filled with Nanten Knight deserters.

The Chemists hang back and take leisurely potshots at the party with their guns. Not only that, they revive fallen sidekicks like crazy by throwing **Phoenix Downs**. The other antagonists move forward. If this stage proves anything, it's that even foes with beginning jobs like Archer, Chemist, and Squire can be quite tough in combat when developed to Master status.

Hopefully, by now you have a favored party member with the ability to navigate higher elevations with ease. While the brutes charge into the heart of the enemy, send these climbers, preferably mages or another long-range attacker, up the sides of the hill. This tactic sometimes gives you free shots at the enemies converging on your brutes and, if you wish, draws off some of the foes' main force into tête-à-têtes with climbers.

After you clear the stage, Olan reappears, a Nanten Knight commander. He fingers Ramza's brothers, and mentions Orlandu, his commander, Ramza's father's only true friend. He knows of the High Priest Funeral's plot.

STAGE 27 Protecting Rafa in Yardow Fort City

STORY A Heaven Knight named Rafa needs help in Yardor Fort City. Her brother, Malak, opposes her.

ADVANCE INTELLIGENCE REPORT

Boost Level	35
Difficulty	Average to Hard
Guest(s)	Rafa
Stage Frights	Malak
	2 Summoners
	3 Ninja
Attack Tactics	Waiting Game

DRESS REHEARSAL Ninja! Does your blood run cold? These uncompromising killers are difficult to wipe out, but the job must be done. Malak, Lafa's brother, is a Hell Knight, but fortunately is no great power. (Later on, he will join the party, though he's too wimpy to make the A-Team. Now, though, he's a dreaded enemy.)

Protect Lafa at all costs. The Ninjas just love attacking her. Cast spells over the walls, but first send a couple of bruisers to block the huge, stone-arched doorway separating the contestants. Though subject to the Ninja's throws, they will bunch up in the archway, just begging for a Monk to use **Earth Slash**. Or use the mages to take out the clustered Ninja.

As usual, focus on the Summoners. Protect against them by spreading out those heroes not blocking the arched doorway along the shielding wall. No sense giving the enemy lots of inviting targets.

STAGE 28 Deep in the Spooky Yuguo Woods

STORY Rafa tells Ramza of the ambition and cruelty of Barinten, the ruler of Forvoham, who is seeking the throne of Ivalice. Rafa's brother, Malak, appears in frog form, and wants Rafa and Ramza's presence to exchange for Alma at Riovanes Castle.

ADVANCE INTELLIGENCE REPORT

Boost Level	36
Difficulty	Easy to Average
Guest(s)	Rafa
Stage Frights	2 Wizards
	2 Time Mages
	1 Ghoul
	1 Gust
	1 Revnant
Attack Tactics	Waiting Game

DRESS REHEARSAL In this wide-open battlefield, a huge tree trunk creates an overpowering barrier smack dab in the middle. Chill in a broad defensive line. The monsters are attracted to you like flies. Ensure that Rafa, an effective healer, is protected from attack. Probably the best approach is to strike the enemies, particularly the undead, with debilitating spells like **Stone**, or normal healing spells.

Although the non-human, undead monsters are just troublesome, remember, some undead can teleport around the battlefield, and can regenerate.

WARNING ***If you need to fight some generic monsters at oases to build up heroes, especially Ramza, now is the time to do it. The next three battles are very tough, and there's no returning to the World Map in between!***

STAGE 29 Storming Riovanes Castle

STORY Grand Duke Barentin, who would be king, tries to woo Vormav's support in Forvoham Castle, but to no avail.

ADVANCE INTELLIGENCE REPORT

Boost Level	36
Difficulty	Average
Guest(s)	Rafa
Stage Frights	Malak
	3 Knights
	3 Archers
Attack Tactics	Sweep Left

DRESS REHEARSAL Once again, you start at a disadvantage, fighting from the low ground. Three enemy Archers perch high on the castle ramparts. The Knights begin in the rear, but, as usual, are slow to join the battle. Leading them on wild goose chases is a piece of cake.

Malak advances immediately to within range of the party. As a Hell Knight, he can do some damage quickly, so consider taking him out with a couple of heroes first. (When Malak goes down, Lafa abandons the field.) Most troublesome are those Archers perched high on the wall. Their arrows sting for lots of hit points.

Scale the walls from out of the Archers' range to the left. Be sure to have recovery ability, as the Archers' attacks are unrelenting. Once the Archers are toast, finish off the Knights from above. They're so slow, they'll never reach you in time to attack.

Another approach is to sweep right, dispose of the Knight guarding the castle door, then have mages cast damage spells on the Archers high above.

When the stage is cleared, the castle gates open. A Riovanes Knight staggers out, collapses, and mutters the dreaded word "M.....monster....." Are you ready for one tough fight?

STAGE 30 Wiegraf and Velius within Riovanes Castle

STORY During her entire imprisonment, Alma has thought of her brother, Ramza. Suddenly, a shriek that breaks the silence. A dying Knight of the Riovanes Army falls into her arms, warning her of the horror outside. Alma prays for the Knight's happiness in the next world, and then steps outside.

ADVANCE INTELLIGENCE REPORT

Boost Level	37
Difficulty	Oh Mama!
Guest(s)	None
Stage Frights	Wiegraf (first) Velius (next, with 3 Archaic Demons)
Attack Tactics	Pray...

DRESS REHEARSAL This stage is a two-parter, kind of like a miniseries. Your development of Ramza and the other heroes will be put to the ultimate test in this stage.

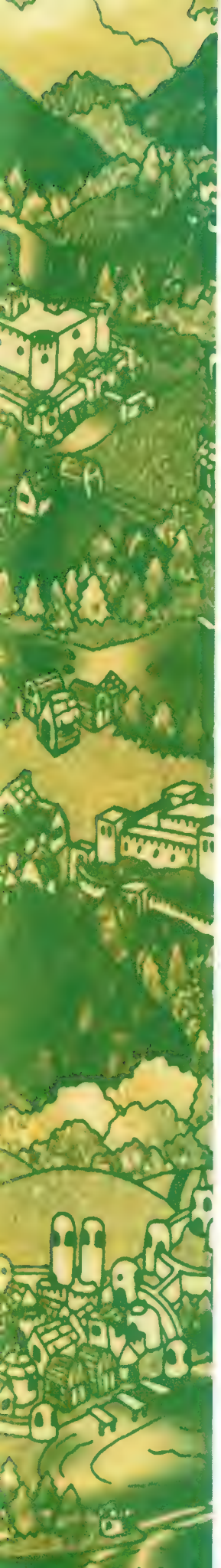
Part 1 Ramza faces Wiegraf (350 hit points) alone inside the castle. Wiegraf is stronger than ever, a Holy Knight, whose single blows do 100 to 200 hit points damage. Since, at this point, Ramza probably will be in the 300 hit point range, it takes no rocket scientist to figure out that two, maybe three, hits from Wiegraf will put Ramza's lights out. (For those of you in mini-cheat mode, try the **Auto Potion** trick discussed on page 16.)

Without a doubt, the strongly-developed Monk's attacks give you the best chance. You need "only" reduce Wiegraf to within 50 or so points of defeat, and he'll leave this mortal plane, to be replaced by... (but we're getting ahead of ourselves). Consider **Earth Slash**. It wouldn't hurt to have **HP Recover**, either, so when Wiegraf beats Ramza to within an inch of his life, Ramza will fully recover.

Bottom line: Plead for one really good shot in the 300 range, or it's RESET time.

Part 2 Out of the frying pan and into the fire. When Wiegraf is dispatched, he transforms into the demon, Velius the Devil, this battle's target. The cavalry arrives, in the form of the rest of your deployed party, but three tough Archaic Demons arrive to help Velius.

Any jump ability can be very effective, particularly from a Lancer. Try using status change spells on the Demons, but forget trying to do so on the 1000-hit-point Velius. Spread everyone out. Between Velius and his buds, the attacks will be fast and furious. Concentrate all your firepower on Velius.



STAGE 31 Up on the Roof of Riovanes Castle

STORY Alma encounters the dying Izlude, just another victim of Velius, who passes her a Zodiac stone. Vormav subdues her, and whisks her away. You will not see Alma again under the endgame. Meanwhile Rafa and Malak confront Barentin on the castle roof. Malak takes a bullet for Rafa. Marquis Elmdor interrupts the "conversation." It seems the Zodiac stones are coveted by the Lucavi to pass from their underworld into the present to wreak havoc.

ADVANCE INTELLIGENCE REPORT

Boost Level	38
Difficulty	Easy to Oh Mama!
Guest(s)	Lafa and Malark
Stage Frights	Marquis Elmdor
	2 Assassins
Attack Tactics	Half-and-Half

DRESS REHEARSAL This battle is easy because you only need to get any of the three foes close to death, and they all will abandon the battlefield. Just go after the one who advances first. Stay out of the Arc Knight Marquis' range, especially **Sword Spirit**, and keep Rafa alive. Do the chosen enemy in quickly, for the range and power of the enemies' magic can render everyone helpless or dead in a flash. By the way, Ramza has only three companions for this fight, now the usual four. (Check out the cool Assassin bodysuits.) In the end, the stage is simple if Rafa keeps out of harm's way. Otherwise…

When abandoning the arena, the Marquis "invites" Ramza to finish the battle at his Limberry Castle, where another Zodiac stone awaits. Malak and Lafa join when the stage is cleared. (It may be best to let these two languish in the background. They just can't match the versatility and firepower of some of the other special game recruits.)

Ramza decides to head for Zeltennia Castle to find Delita and learn further about the mysterious Zodiac Stones.

Be sure to stock up at Yardow Fort City, for lots of more powerful weapons and armor are available. Hope you've been saving your gil!

Chapter 8

Somebody to Love

As this last chapter opens, *Final Fantasy Tactics* rolls into its toughest and final phase, speeding toward the breathtaking conclusion. The war rages on, but that doesn't stop some of the evildoers from hatching and carrying out their nefarious plans. Lots of people go to their final rewards. Everything moves toward an incredible showdown on a mysterious floating ship. Hold onto your hats. Here we go!

STAGE 32 Ambush at Dogoula Pass

STORY Orlandu and his son, Olan meet at Zeltennia Castle. Stone stories are surfacing everywhere. Orlandu sends Olan to check on Princess Ovelia.

ADVANCE INTELLIGENCE REPORT

Boost Level	38
Difficulty	Average
Guest(s)	None
Stage Frights	1 Knight
	1 Archer
	2 Wizards
	2 Lancers
Attack Tactics	Pincer

DRESS REHEARSAL Understandably, the Archers and Wizards take positions atop the mountain. Another uphill battle is in store. The Knight and Lancers march forward.

Split the party and swing by the advancing enemies to handle the long-range attackers at the mountain's zenith. Keep everyone at a distance once the Wizards and Archer are history. Avoid a *Braveheart*-style battle. No sense putting everyone in the middle of a hard-hitting melee.

This is as good a time as any to recommend taking Mustadio along for all fights. His long range gun can be "programmed" with shots that make the enemy **Don't Act** or **Petrify**. Very handy!

STAGE 33 Feud at Bervenia Free City

STORY Believe it or not, nothing much has happened since your last encounter.

ADVANCE INTELLIGENCE REPORT

Boost Level	40
Difficulty	Average
Guest(s)	None
Stage Frights	Meliadoul
	2 Archers
	2 Summoners
	1 Ninja
Attack Tactics	Charge

DRESS REHEARSAL The stage target is Meliadoul, a Divine Knight and Izlude's very angry sister. All the other enemies surround and protect her at the uppermost part of the town. Only the lone Ninja advances, except for one of the Summoners who takes a circle route to the right.

Follow the example of Teddy Roosevelt at San Juan Hill: a direct charge is in order. Fly right by the Ninja and the wayward Summoner. This will force Meliadoul's protectors to spread out to get better long-range assault positions. Sometimes, this exposes her to your onslaught. When she departs, damaged and bloodied, the others follow with their tails between their legs. Admire her? In the crazy twists and turns of this game, she in due time becomes your ally.

Orlandu takes the holy stone Libra out of his pocket and gazes at it. He has a hunch about the coming fight...

STAGE 34 Chocobos Everywhere at Finath River

STORY Amazingly, nothing to report, yet again. You know this pattern won't last long.

ADVANCE INTELLIGENCE REPORT

Boost Level	41
Difficulty	Easy to Oh Mama! (depending on Chocobo mix)
Guest(s)	None
Stage Frights	1 Uribo (Teddy Bear) at random Mixed Chocobo Types at random
Attack Tactics	Charge

DRESS REHEARSAL Your chances of success in this stage depend on the Chocobo mix. If all five Chocobos are red toughies, this battle might be almost impossible to win. If you wish to avoid this challenge and get on with the story, do a reset and try for a less onerous Chocobo blend.

Once you get the right Chocobo mix, given the expected hero levels and abilities, this battle is a piece of cake. Avoid entering the river. Unlike Chocobos, "normal" characters simply sink up to their necks, unable to Act when their Move ends.

What you learn from this stage is how versatile Chocobos can be. They can be a valuable party asset in situations where their particular talents are relevant. You might consider fighting Chocobos with Chocobos. What's not to like about a speedy, hard-hitting, high-flying, flexible party member. A little secret: I used a high-level Red Chocobo for almost all my endgame battles.

STAGE 35 Zeltennia Castle's Church under Siege

STORY Ramza unites with Delita at Zeltennia Castle's church. According to Ramza's old friend, the church is planning to assassinate Lords Larg and Goltana, to stop the war, and mediate the peace. Delita tells Ramza he's in love with Princess Ovelia.

Balmafula, Delita's friend and confidante, advises that the opposing armies are heading for a showdown at the Besla Garrison.

ADVANCE INTELLIGENCE REPORT

Boost Level	42
Difficulty	Easy to Average
Guest(s)	Delita
Stage Frights	Zalmo
	3 Knights
	2 Oracles
Attack Tactics	Charge

DRESS REHEARSAL Believe it or not, with Agrias, Mustadio, and Delita along for the ride, and Ramza at our recommended Boost Level, the next several stages in the chapter are fairly easy. Both special recruits, Agrias and Mustadio have long-range, high-damage status-change capabilities. It's hard to think of a better combo—hit the enemy for a couple hundred hit points and silence or stone them in the process. Things will get a whole lot better soon when Orlandu joins.

Use Agrias and Mustadio to attack the stage target, Zalmo, supposedly safe in the bosom of the church's belltower. The Knights and Oracles are too far away and too slow to make a dent. While Zalmo is under attack, sweep to the right and confront the other enemies. If things get too tough, simply retreat. Agrias and Mustadio should finish off Zalmo in a few turns.

STAGE 36 Poisoned in the Bed Desert

STORY Ramza wants desperately to avoid the war escalating. So, he hurries to the Besla garrison to see what he can do. He frantically wants to hook up with Orlandu.

ADVANCE INTELLIGENCE REPORT

Boost Level	43
Difficulty	Average
Guest(s)	Delita
Stage Frights	Balk
	2 Knights
	2 Archers
	2 Wizards
Attack Tactics	Pincer

DRESS REHEARSAL When the stage begins, everyone is poisoned, presumably by a special biological weapon spread by the stage target, Balk. Poison drains about 10 percent of a hero's hit points at the beginning of each combat turn. Obviously this will make the party much more susceptible to defeat by the enemy.

Heal everyone immediately, or at least within the first few turns. Balk, an Engineer like Mustadio, uses a powerful gun, that takes its toll on any unlucky target. He is protected for awhile by a Wizard.

Press forward in right and left sweeps. You'll outfox the slow Knights and foil the Archers. Take out Balk immediately, or hang out and build some experience for the tough challenges that lie ahead.

STAGE 37 Sneaking in the Back Door of Bethla Garrison

STORY Orlandu Bethla (aka Thunder God Cid) is accused of treason and imprisoned by Lord Goltana at the Bethla Garrison.

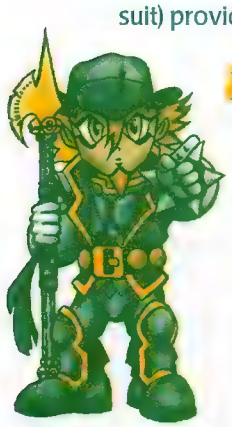
ADVANCE INTELLIGENCE REPORT

Boost Level	44
Difficulty	Easy to Average
Guest(s)	None
Stage Frights	3 Knights
	1 Thief
	1 Ninja
	2 Archers
Attack Tactics	Pincer

DRESS REHEARSAL Upon arriving at the garrison, you have to choose between attacking the north or south walls. Storming of the south or back wall is easier by far. For more experience, and a much tougher fight, give the north wall a try.

Knights confront the party, but from a distance. The Archers, Ninja, and Thief patrol the surrounding palisade.

Split the party in two. The enemy tends to stay spread out, so you'll have to be systematic about winning this non-threatening stage. Do away with the Ninja immediately, whose low hit points and lack of body armor (except for that cool suit) provides little protection.



TIP *When heroes reach levels 50 to 55,* **Final Fantasy Tactics** *becomes winnable.*

STAGE 38 Opening Bethla Garrison's Floodgates

STORY Lord Larg lies near death. Zalbag and Dycedarg, Ramza's favorite brothers approach. Incredibly, Dycedarg stabs Lord Larg to death. Zalbag is appalled, but Dycedarg professes to do anything to rule the kingdom.

ADVANCE INTELLIGENCE REPORT

Boost Level	45
Difficulty	Easy to Average
Guest(s)	None
Stage Frights	4 Knights
	2 Archers
	2 Wizards
Attack Tactics	Sweep Left

DRESS REHEARSAL The goal here is to climb the sides of the fort, eliminate the two unmoving Knights guarding the floodgate controls, and open the floodgates.

The Wizard on the left is foolhardy and comes within range on the first move, setting himself up for easy destruction.

The sweep is left here because the two mobile Knights occupy the battleground's right side. Using Algus and Mustadio from afar, you should be able to clear this stage without much of a problem. To open the floodgates, you must destroy the Knights guarding them, and Ramza, only Ramza must sidle up to the gate to open it.

The clash between the armies of Larg and Goltana is averted because Ramza opens Bethla Fort's floodgates.

Oh joy! Orlandu, a Holy Swordsman, joins to stop the High Priest's unholy scheme. Use him every time you deploy a party from now on. He hits for tremendous damage—200 to 500 hit points on most enemies—and causes status changes as well. Orlando loses faith in his lord who became blinded by his own ambition, and decides to escape Bethla Fort and travel with Ramza to stop the Pope's scheme.

STAGE 39 Bandits Attack on Germinas Peak

STORY Lord Goltana is ticked that Ramza put a monkey wrench in the fighting. Delita, his erstwhile Nanten Knights Commander, takes umbrage at this "little man," and sends the Lord to the great beyond.

Ramza rushes to Limberry Castle and a date with Marquis Limberry. Alma must be saved at all costs.

ADVANCE INTELLIGENCE REPORT

Boost Level	46
Difficulty	Easy to Average
Guest(s)	None
Stage Frights	1 Ninja
	2 Thieves
	3 Archers
Attack Tactics	Follow Orlandu's Lead

DRESS REHEARSAL Wow! We told you so! Orlando, a Holy Knight just like the now-forgotten Gafgarion, jumps right into the fray, a true destructive and rampaging force. Almost no enemy is immune to his devastating attacks.

Speaking of Orlandu, we're sure you've noticed that we encourage Agrias and Orlandu to be at Ramza's side.

Deploying a high-level Ramza Agrias, Orlandu, and Meliadoul is one way to finish the game. Or, just follow the advice and suggestions on cultivating characters earlier in the book. Either way, *Final Fantasy Tactics* plunges on.

That said, back to the stage at hand. Use the split party deployment to attack from the back and front. That way, you can avoid having the enemy gang up on solitary party members. Without spellcasters, the monsters are highly susceptible to long-range attacks.

STAGE 40 Haunted Poeskas Lake

STORY Nothing to report...

ADVANCE INTELLIGENCE REPORT

Boost Level	48
Difficulty	Average to Hard
Guest(s)	None
Stage Frights	1 Summoner
	2 Revnants
	2 Archers
	1 Oracle
Attack Tactics	Half-and-Half

DRESS REHEARSAL The Revnants ghouls can teleport to your exposed sides and back, so watch out for their lightning attacks, though the damage is negligible. Worse yet, they cure themselves for every damage point inflicted on the heroes.

The easiest approach is to use long-range attacks to go after the elevated enemies. Concentrate on the Summoner and the Oracle. Though the Archers do some decent damage, it's not enough to appreciably dent your ever-strengthening characters.

When this stage ends, do whatever character building you want, for the next several battles never leave the indoors.

STAGE 41 Snookered at Marquis Elmdor's Limberry Castle Weir

STORY There are growing rumors and suspicions that the evil Dycedarg actually poisoned his, Ramza's, and Zalbag's father, the noble Balbanes. Do you get the feeling that very few in the game will get the kingdom's Citizen-of-the-Year award?

ADVANCE INTELLIGENCE REPORT

Boost Level	50
Difficulty	Average to Hard
Guest(s)	None
Stage Frights	4 Apands
	2 Assassins
Attack Tactics	Charge

DRESS REHEARSAL The Apands are especially tough, for their hits inflict biological, usually poison, damage on the unfortunate victims. The Assassins, especially with their **Shadow Stitch** stop spells, are no slouches either. Best to get this battle over with as quickly as possible.

Believe it or not, inflicting some decent damage on just a few of the enemies ends the stage in your favor. Just concentrate on a few to end the stage.

Ending a stage in a hurry has definite disadvantages. While you advance the *Final Fantasy Tactics* storyline, you don't earn valuable Experience and Job points. Particularly at this level of the game, most enemies are high-level, just as the party is, and carry sophisticated weapons and armor. These are yours for the taking.

Don't refrain from using a Mediator occasionally to recruit high-level party members. But make sure there's a slot available. All the talking in the world will do no good if the heroes are full-up.

Ramza enters the castle. Alma!

STAGE 42 Sparring the Marquis inside Limberry Castle

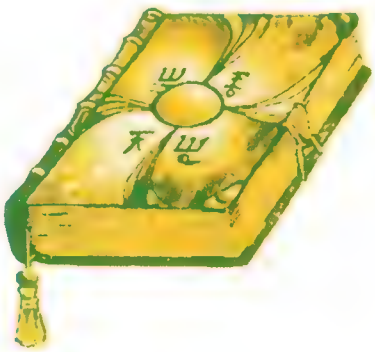
STORY A couple of real gems, Vormav and Marquis Elmdor plot the return of the Bloody Angel, whatever that is. Alma's body will be the Angel's host. (Sounds like *Invasion of the Body Snatchers*!)

ADVANCE INTELLIGENCE REPORT

Boost Level	52
Difficulty	Average
Guest(s)	None
Stage Frights	Marquis Elmdor
	2 Assassins
Attack Tactics	Half-and-Half

DRESS REHEARSAL The Duke is the stage target. The enemies are powerful, balanced, and extremely versatile in all aspects of attack and defense. Don't take them too lightly. The Assassins can kill with a one-stroke wonder spell called **Stop Bracelet**. Elmdor is a Dark Knight, who can teleport.

Because the Duke alone must be neutralized, funnel all your attacks toward him. With Agrias and Orlandu on the team, you'll make short work of this vile lord.

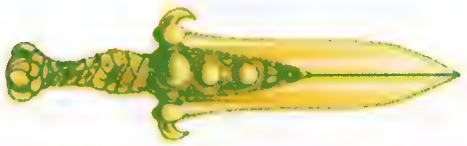


STAGE 43 The Marquis Turns Ugly in the Underground Cemetary

STORY Marquis Elmdor transforms into the Lucavi Zalera, Angel of Death. Meliadoul, finds out the truth behind her brother Izlude's death. Meriadoor hands over a Zodiac stone.

ADVANCE INTELLIGENCE REPORT

Boost Level	53
Difficulty	Hard
Guest(s)	Meliadoul
	1 Bone Snatch, 1 Living Bone, 1 Skeleton, 2 Knights
Stage Frights	The Duke turned Lucavi
	2 Assassins
Attack Tactics	Charge



DRESS REHEARSAL The Lucavi is aggressive and casts spells with multiple attack and status-change effects. It is the stage target, with about 800 hit points. Meliadoul is not much help. She hangs back dealing with the undeads.

Once again, send your best against the Lucavi, who casts **Nightmare** for lots of damage and a **Death Sentence**. Against such a strong villain, even Orlandu's attacks do "only" 200 hit points damage. It should all be over in about three turns.

Meliadoul, a Divine Knight, joins. Awesome!

STAGE 44 Brothers Against Brother inside Igros Castle

STORY Delita interrupts a secret meeting between Olan and now Queen Ovelia. He reveals how he is trying to restore order to the kingdom by whatever means possible. Ovelia eavesdrops in horror.

Meanwhile Zalbag returns to his dad's grave. With the aid of a Chemist he confirms that Balbanes was poisoned, probably by the ever-declining Dycedarg.

ADVANCE INTELLIGENCE REPORT

Boost Level	54
Difficulty	Hard
Guest(s)	Zalbag
Stage Frights	Dycedarg, then Lucavi Adramelk
	5 Knights
Attack Tactics	Half-and-Half

DRESS REHEARSAL A side note: Scroll the world map to find orange dots. These represent unvisited game locations.

Part 1 Dycedarg, the stage target, sits atop the stone bridge surrounded by Knights. The Knights stay at home to protect him. Cast destructive spells against Dycedarg from underneath the stone bridge. The Knights really can hardly walk, much less advance to attack the party, with all that weighty armor. Zalbag makes a great guest. Keep everyone spread about.

After the Dycedarg is defeated, he transforms into yet another Lucavi horror, mercifully alone. He disposes of Zalbag.

Part 2 As with prior forms, this Lucavi is quite fierce, and its attacks hit all of your party equally. It has about 1400 hit points. Keep spreading everyone out. No sense giving it inviting bunches of heroes, just waiting to be hit with massive destruction on multiple targets. Lambaste the abomination into eternity. When Adramelk bites the dust, he leaves behind the Zodiac stone that summoned him.

STAGE 45 The Mages Attack at St. Murond Temple

STORY Ramza presses his search for Alma. St. Murond Temple is next on the list.

All the while, Vormav is tormenting Funeral, the High Priest. The evil Vormav ends his deceit of the High Priest by having a minion stick Funeral in the back with an extremely large pointy device. Read sword. By then Vormav has learned about a magic square in the Orbonne Monastery giving access to Murond Dead City. Sounds inviting, no? The gate is opened by the Germonik Scriptures. Guess who has them. Ramza's coming!

ADVANCE INTELLIGENCE REPORT

Boost Level	56
Difficulty	Average
Guest(s)	None
Stage Frights	1 Priest
	1 Summoner
	1 Oracle
	2 Geomancers
	2 Mediators
Attack Tactics	Half-and-Half

DRESS REHEARSAL The enemy begins atop a large structure. The Priest has complete healing spells, covering raising from the dead, hit points, and any status ailments you can inflict.

No enemy storms the party. Return the favor by hanging tough and hitting them from afar. Agrias and, predictably, Orlandu do the heavy work.

STAGE 46 Vormav's Last Stand in St. Murond Temple?

STORY Ramza "interviews" the dying High Priest. He tells our hero that Vormav is trying to resurrect the Bloody Angel to, what else, destroy the world. With his last breath, Funeral tells Ramza that Vormav is headed for the Orbonne Monastery.

ADVANCE INTELLIGENCE REPORT

Boost Level	57
Difficulty	Average
Guest(s)	None
Stage Frights	Vormav
	1 Divine Knight
	1 Sorcerer
Attack Tactics	Charge

DRESS REHEARSAL Your opponents are becoming rather high-level. What awaits you here is typical of what's to come. Make short work of this stage. One shot from Orlandu, and the villains take a powder.

Finding Final Fantasy VII's Cloud (Optional)

Follow these steps to find Cloud once you're in Chapter 4 of game. Although this is optional sidequest in the game and takes many hours, *Final Fantasy* fans will enjoy every minute of it.

- Visit the Bar at Zeltennia to open path to Tempole of Nelveska.
- Buy a flower from the Flower Girl, Aeris, in Zarghidas Trade City.
- Visit Goug Machine City with Mustadio in your party. What a discovery!
- At Goland Coal City read last rumor.
- Visit Lesalia; Beowulf joins!
- Fight four stages at Goland Coal City. Recruit the Holy Dragon.
- Activate machine,which becomes robot, with Mastadio in Goug Machine City.
- Defeat robot at Temple of Nelveska.
- Back at Goug Machine City, Cloud is summoned.
- After you've completed Stage 4, return to the Flower Girl's city, Zarghidas Trade City. Cloud joins as a Level 1 Soldier!
- Now that you have Cloud, you might as well find his powerful ability. At summit of Beruvenia Volcano, use the Chemist's **Move-Item Find** ability to find the Materia Blade. Once Cloud is equipped with it, he will be able to use his innate special ability, **Limit**.

Whew!

STAGE 47 In the Mausoleum of the St. Murond Chapel

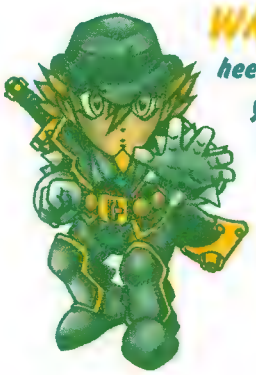
STORY Deeper in the castle, Ramza confronts Vormauf again.

ADVANCE INTELLIGENCE REPORT

Boost Level	57
Difficulty	Average
Guest(s)	None
Stage Frights	Vormav
	Zalbag
	1 Ultima Demon
	2 Archaic Demons
Attack Tactics	Waiting Game

DRESS REHEARSAL This one gave us absolute fits, even though Vormav teleports away on the first turn, to be replaced by Zalbag, the stage target, now turned to evil. He and the other baddies are not to be taken lightly. Remember those Archaic Demons, Velius' pals, at Riovanes Castle? Try not to get too close to Zalbag or he'll **Blood Suck** a hero to live life as a Vampire.

All the enemies are not only powerful, but aggressive as well. Spread the party out, perhaps even heading for the four corners. Try to "chuck and dive," that is, attack and pull back repeatedly. See if you can sucker the enemy into bunching up and let the noble Orlandu do his thing.



WARNING ***On the way to Orbonne Monastery, take heed of this. The remaining six battles are all indoors. If you need to build any experience, do it before entering the monastery.***

STAGE 48 Orbonne Monastery Underground Book Storage Floor 4

STORY The final showdown nears. Can Ramza save Alma? Will Delita find happiness? Could anyone have lousier, rottener brothers?

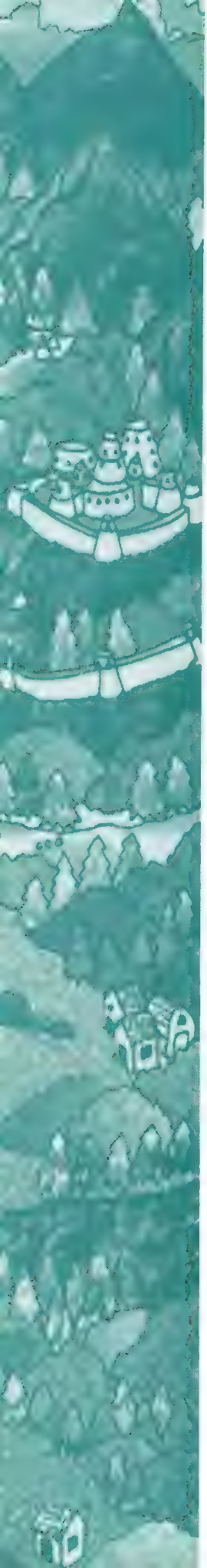
ADVANCE INTELLIGENCE REPORT

Boost Level	58
Difficulty	Easy
Guest(s)	None
Stage Frights	2 Knights
	2 Monks
	1 Archer
Attack Tactics	Half-and-Half

DRESS REHEARSAL Though these monsters are tough, none matches the power of the ones the party confronted in the last couple of battles. Mercifully, no spellcasters and only one long-ranger (an Archer) face the party. Just pick them off one by one, though most any strategy will get the job done. (Unless, of course, your team is at Level 30!)

This easy stage provides a much-needed breather after the previous difficult stages. The upcoming stages will pick up the pace once again.

By now, you should be very pleased with using Orlandu's **Shellbust Stab**, a devastating spell that also breaks the opponents armor to smithereens.



STAGE 49 Orbonne Monastery Underground Book Storage Floor 5

STORY Deeper and deeper...

ADVANCE INTELLIGENCE REPORT

Boost Level	59
Difficulty	Easy to Average
Guest(s)	None
Stage Frights	Rofel
	2 Wizards
	1 Time Mage
	2 Summoners
Attack Tactics	Charge

DRESS REHEARSAL There's lots of open terrain here. The mages may cast strong, damaging spells, but they're low on hit points and particularly vulnerable to straight-on headbanger tactics. Rofel, the stage target, is a Divine Knight, who helpfully moves aggressively towards the welcome "arms" of our heroes.

Carefully navigate around the huge holes in the terrain. Some jobs have a **Float** ability; these can make a direct charge at the enemies. Others need to pick their route more carefully. All in all, a fairly easy stage.

STAGE 50 The Cold Slab That is Murond Death City

STORY When you clear the stage, hang on! Using the curse password found in the Germonik Scriptures, Vormav and Rofel open the gate, while inviting Ramza to "Hell." Everyone disappears.

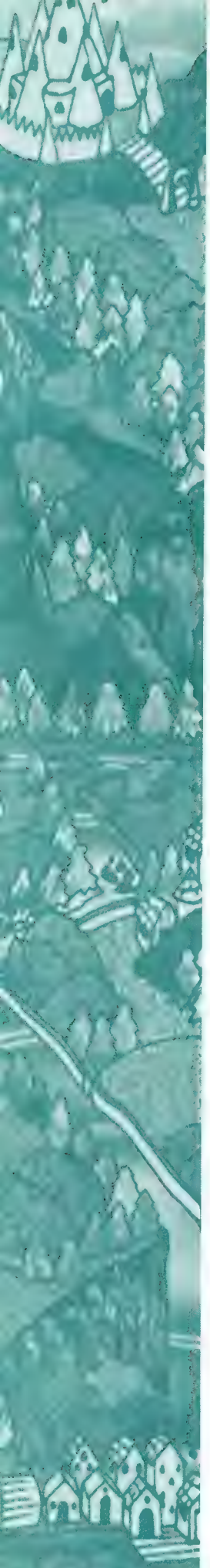
Ramza and the others land in Murond Death City. Everyone gasps when Rofel destroys the gate. There's no turning back now!

ADVANCE INTELLIGENCE REPORT

Boost Level	61
Difficulty	Average to Hard
Guest(s)	None
	Keltian
Stage Frights	2 Samurai
	2 Ninja
Attack Tactics	Charge

DRESS REHEARSAL This area resembles a dark, cold slab. Dreary and forbidding, a huge stone structure dominates one corner of the battlefield.

Kletian is the stage target. Be wary of the Ninjas hitting twice. By now, you should be used to having Agrias, Orlandu, and Meliadoul take out any target with just a turn or, at the most, two. Thank your lucky stars.



STAGE 51 Lost Sacred Precincts of Murond Death City

STORY Nothing to report...

ADVANCE INTELLIGENCE REPORT

Boost Level	60
Difficulty	Average to Hard
Guest(s)	None
Stage Frights	Balk
	1 Tiamat
	1 Hyudra
	1 Hydra
	1 Dark Behemoth
	1 Chemist
Attack Tactics	Sweep Right

DRESS REHEARSAL Balk is the stage target. Obviously, he's become something of a notorious ne'er-do-well in the game. Perhaps you'll get a shot at him alone. Perhaps not. Balk's gun is quite a weapon, packing an even more powerful punch than Mustadio's.

A watercourse divides the Precincts in two. The adversaries begin on the other side of a rattletrap bridge spanning the watercourse. Hurry everyone in tandem to the right, out of range of the dragons' fire spells. Soon you'll split the defenses and be out of range of a major portion of the enemy. Then you can either destroy Balk when he hops across the opposite rooftop to follow the party, or really pile up the Experience and Job points by putting the dragons in their place.

Sometimes Balk just continually shoots at Ramza, at almost 150 points damage per shot. This may cause you to have to retry the stage. It's to your advantage when Balk spreads his lethal "joy" around the party; when this happens, you can conquer the stage.

Another approach is to storm Balk, perhaps using a couple of Red Chocobos and their dynamite **Choco Meteor** ability.

STAGE 52 Graveyard of Airships Part 1

STORY The end is very near; just two more stages to clear. Probably about 40 hours have passed. They went by briskly, no?

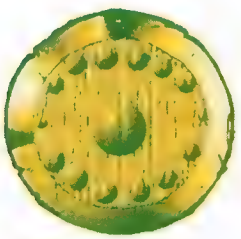
On a ghostly and decrepit airship, Vormav tries to corrupt Alma with the Virgo Zodiac Stone. Suddenly Alma ages 100 years, as her frail body fights the possession.

ADVANCE INTELLIGENCE REPORT

Boost Level	62
Difficulty	Hard
Guest(s)	Alma (Unconscious)
Stage Frights	Vormav, Turns into Halmalum
Attack Tactics	Charge

DRESS REHEARSAL The first move is made by the new version of the dreaded Lucavi, the Halmalum. (It looks a lot like the lion in *Beauty and the Beast.*) Immediately, the party is targeted with lots of earth damage. Fortunately, the charge time between the preparation and the actual casting gives most of the party a chance to vacate the spell's target area. ("Vacate" in this instance means "run for your life.")

Encircle the beast. Straight physical attacks seem to work as well as magic. Either way, its 1500 hit points drop quickly before your Herculean warriors.



STAGE 53 The Final Showdown Graveyard of Airships Part 2

STORY The end is near. Halmalum, when defeated, turns into the Holy Angel Altima, a tall, fearsome beast.

ADVANCE INTELLIGENCE REPORT

Boost Level	63
Difficulty	Hard to Oh Mama!
Guest(s)	Alma
Stage Frights	Altima (first with Ultima Demons, then alone)
Attack Tactics	Charge

DRESS REHEARSAL

Part 1 Altima summons the Ultima Demons before anyone can make a move. The Demons are capable, but possess less than 200 hit points. Altima teleports immediately to Alma and fells her with one blow. Big deal. She only had 1 hit point to start!

Use the same tactics as in the prior stage. Act as if Altima alone is on the battlefield. After losing 1200 hit points, Ajora decides to take a powder.

Part 2 Inconveniently, with no time for the party to heal or recover, Altima returns, this time transformed into a colossal creature with 2000 hit points. You must use **Holy Sword** techniques, Lancer jumps, and even throwing stones or boulders because normal attacks will flail harmlessly in the thin air beneath the floating boss. Worse yet, Altima can teleport anywhere on the huge airship. One of its massive spells could easily and silence most of the party.

We hate to sound like a broken record, but encircling Altima is the key to final victory in *Final Fantasy Tactics*. Making sure not to waste attacks; it may take about five assaults by everyone, but at your expected level, Altima is toast.

Finally, the floating airship explodes, and all on board vanish inside a huge vortex.

Epilogue

Delita and Ovelia now rule Ivalice as king and queen.

The scene shifts to a stately graveyard somewhere in Ivalice, actually Alma's funeral. Olan the Astrologer and Balmafuma pay their respects. They bemoan the loss of Ramza and Orlandu. Leaving the gravesite, Olan hears his name and glances back at the grave. In a flash, an incredible scene unfolds. Aboard speeding chocobos appear Ramza and Alma! They survived! They ride off into the brilliant Ivalice sunset. What appears on your console screen tells it all: "Since then, no one has seen them." (Shedding tears optional here.)

Final Fantasy Tactics, a truly great gaming experience, ends...

There are hundreds and hundreds of weapons, armor, equipment, and accessories you can find in *Final Fantasy Tactics*. Most you can buy in the City Shops. You can also find items on the battlefield or steal them from others.

Appendix

Armlets (All)

Item	Price	Effect
108 Gems	15000	Strengthens many attributes, cures many ailments
Defense Armlet	7000	Cures Don't Move and Don't Act
Diamond Armlet	5000	Attack +1, MgAT +1, cures Slow
Jade Armlet	10000	Cures Petrify and Stop
N-Kai Armlet	10000	Cures Charm and Confusion, halves Darkness

Armor (Knight, Lancer, Samurai)

Item	HP+	MP+	Price	Notes
Bronze Armor	30	0	800	
Crystal Mail	110	0	19000	
Carabini Mail	100	0	13000	
Chain Mail	40	0	1300	
Diamond Armor	80	0	6000	
Genji Armor	150	0	Steal from Elmdor	
Gold Armor	70	0	3600	
Leather Armor	10	0	200	
Linen Cuirass	20	0	600	
Maximillian	200	0	Dungeon	
Mythril Armor	50	0	2000	
Plate Armor	60	0	3000	
Platina Armor	90	0	9000	
Reflect Mail	130	0	18000	Causes Reflect

Axes (Squire, Chemist)

Item	Attack Power	Accuracy	Price	Notes
Battle Axe	9	0	1500	
Giant Axe	12	0	4000	
Slasher	16	0	12000	Casts Slow

Bags (Female characters)

Item	Attack Pow	Evade	Price	Notes
FS Bag	20	0	60000	Steal from Wild Boar
H Bag	14	0	58000	Speed +1
C Bag	10	0	53000	MgAT +1
P Bag	12	0	52000	Casts Regene

Bows (Archer)

Item	Attack Pow	Evade	Price	Notes
Perseus Bow	16	0	Dungeon	
Yoichi Bow	12	0	Dungeon	
Ultimus Bow	10	0	5000	
Windslash Bow	8	0	8000	Air-elemental
Mythril Bow	7	0	5000	
Lightning Bow	6	0	3000	Lightning-elemental
Ice Bow	5	0	2000	Ice-elemental
Silver Bow	5	0	1500	
Long Bow	4	0	800	

Clothes (Squire, Chemist, Archer, Monk, Priest, Wizard, Time Mage, Summoner, Thief, Mediator, Oracle, Geomancer, Ninja, Calculator, Bard, Dancer)

Item	Def	Evade	Price	Notes
Adaman Vest	36	0	1600	
Black Costume	100	0	12000	Cures Stop
Brigandine	50	0	2500	
Chain Vest	24	0	900	
Clothes	5	0	150	
Earth Clothes	85	10	10000	Absorbs Earth damage
Judo Outfit	60	0	4000	AT strength +1
Leather Outfit	10	0	500	
Leather Vest	18	0	300	
Mythril Vest	30	0	1500	

Clothes (Squire, Chemist, Archer, Monk, Priest, Wizard, Time Mage, Summoner, Thief, Mediator, Oracle, Geomancer, Ninja, Calculator, Bard, Dancer), continued

Item	HP+	MP+	Price	Notes
Power Sleeve	70	0	7000	AT strength +2
Rubber Conscious	150	30	Steal from Hydra	
Secret Clothes	20	0	Dungeon	Speed+2
Wizard Outfit	42	15	1900	

Crossbows (Archer)

Item	Attack Pow.	Evade%	Price	Notes
Bowgun	3	5	400	
Crossbow	4	5	2000	
Gastrafitis	10	5	20000	
Hunting Bow	5	5	8000	
Night Killer	3	5	1500	Casts Darkness
Poison Bow	4	5	4000	Casts Poison

Dictionaries (Oracle, Calculator)

Item	Attack Pow.	Evade%	Price	Notes
Battle Dictionary	7	15	3000	
Madlemgen	11	15	30000	Steal from Great Morbol
Papyrus Plate	9	15	10000	
Monster Dictionary	8	15	6000	

Fabrics (Dancer)

Item	Attack Pow.	Evade%	Price	Notes
Cashmere	10	50	15000	
Persia	8	50	7000	
Ryozan Silk	15	50	40000	

Gauntlets (All)

Item	Price	Effect
Bracer	50000	AT strength +3
Genji Gauntlet	Steal	AT strength +2, MgAT +2
Magic Gauntlet	20000	MgAT +2
Power Wrist	5000	AT strength +1

Guns (Chemist, Mediator)

All guns have range of 8 squares.

Item	Attack Pow.	Evade	Price	Notes
Blast Gun	20	5	5000	Lightning-elemental
Blaze Gun	20	5	Dungeon	Ice-elemental
Glacier Gun	21	5	Dungeon	Fire-elemental
Mythril Gun	8	5	15000	
Stone Gun	22	5	10	Casts Petrify
Romanda Gun	6	5	5000	

Hammers (Ninja)

Item	Attack Pow.	Evade	Price	Notes
Flame Whip	11	0	4000	Fire-elemental
Hammer	9	0	1200	
Morning Star	16	0	9000	
Scorpion Tail	23	0	Steal from Hyudra	

Hats (Squire, Chemist, Archer, Priest, Wizard, Time Mage, Summoner, Thief, Mediator, Oracle, Geomancer, Ninja, Calculator, Bard, Dancer)

Item	HP+	MP+	Price	Notes
Black Hood	72	0	7000	
Feather Hat	16	5	350	
Flash Hat	88	15	16000	MgAT +1, Speed +1
Gold Hairpin	80	50	12000	Cures Silence
Green Beret	48	0	3000	Speed +1
Headgear	32	0	1200	AT Strength +1
Holy Miter	64	20	6000	MgAT +1
Leather Hat	8	0	150	
Red Hood	24	8	800	
Thief Hat	100	0	35000	Speed +2, cures Don't Move and Don't Act
Triangle Hat	40	12	1800	MgAT +1
Twist Headband	56	0	5000	AT Strength+2

Helmets (Knight, Lancer, Samurai)

Item	HP+	MP+	Price	Notes
Barbuta	40	0	1500	
Bronze Helmet	20	0	500	
Circlet	100	0	10000	
Crystal Helmet	120	0	14000	
Diamond Helmet	80	0	6000	
Cross Helmet	70	0	4000	
Genji Helmet	130	0	Steal from Elmdor	
Gold Helmet	60	0	2800	
Grand Helmet	150	0	Dungeon	Cures Darkness and Sleep
Iron Helmet	30	0	1000	
Leather Helmet	10	0	200	
Mythril Helmet	50	0	2100	
Platina Helmet	90	0	8000	

Katanas (Summoner)

Name	Att	Evade	Price	Notes
Asura Knife	7	15	1600	
Bizen Boat	9	15	5000	
Chirijiraden	25	15	Dungeon	
Heaven's Cloud	11	15	8000	
Kikuichimoji	15	15	22000	
Kiyomori	12	15	10000	
Koutesu Knife	8	15	3000	
Masamune	18	15	Steal from Elmdor	
Muramasa	14	15	15000	
Murasame	10	15	7000	

Knight Swords (Knight)

Item	Attack Power	Evade	Price	Notes
Chaos Blade	40	20	Dungeon	Casts Regene, Stone
Defender	16	60	40000	
Excalibur	21	35	Dungeon	Casts Haste
Ragnarok	24	20	Dungeon	Casts Shell
Save the Queen	18	30	Dungeon	Casts Protect

Knives (Squire, Chemist, Thief, Mediator, Ninja, Dancer)

Air Knife	10	5	8000	Wind-elemental
Assassin Dagger	7	5	5000	Casts Death Sentence
Blind Knife	4	5	800	Casts Darkness
Dagger	3	0	100	
Main Gauche	6	40	3000	
Mage Masher	4	5	1500	Casts Silence
Mythril Knife	4	5	500	
Orichalcum	7	5	4000	
Platina Dagger	5	10	1800	
Zorlin Shape	12	10	Steal from Plague	

Mantles (All)

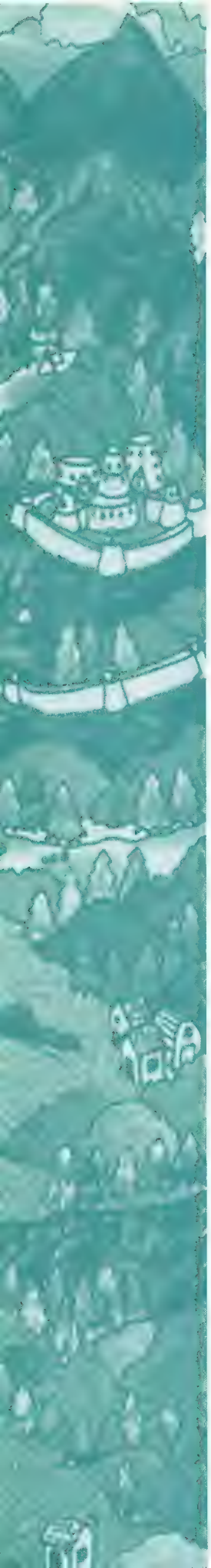
Dracula Mantle	28	28	15000	
Elf Mantle	25	25	8000	
Feather Mantle	40	30	20000	
Leather Mantle	15	15	800	
Small Mantle	10	10	300	
Vanish Mantle	35	0	Stage 39	Casts Invisible
Wizard Mantle	18	18	2000	MgAT +1

Musical Instruments (Bard)

Bloody Strings	13	10	10000	
Fairy Harp	15	10	Steal	Casts Charm
Ramia Harp	10	10	5000	Casts Confuse

Ninja Swords

Hidden Knife	8	5	3000	
Iga Knife	15	10	Dungeon	
Kogo Knife	15	5	Dungeon	
Ninja Edge	12	5	10000	



Ninja Swords, continued

Item	AT Pow	Evade	Price	Notes
Ninja Knife	9	5	5000	
Sasuke Knife	14	15	Dungeon	
Short Edge	10	5	7000	
Spell Edge	13	5	16000	Casts Don't Act

Perfumes (Females)

Item	Notes
Chantage	Steal from Porgy; Casts Reraise and Regene
Cherche	Steal from King Behemoth; Casts Levitate and Reflect
Salty Rage	Steal from Hydra; Casts Protect and Shell
Settiemson	Steal from Red Dragon; Casts Haste and Invisible, MgAT +1

Ribbons (Females)

Item	HP+	MP+	Price	Notes
Cachusha	20	0	20000	Cures many ailments
Baretta	20	0	20000	Cures many ailments
Ribbon	10	0	60000	Cures many ailments

Rings

Item	HP+	MP+	Price	Effect
Angel Ring	0	0	20000	Cures Darkness, Dead; Regen
Cursed Ring	0	0	Dungeon	AT strength +1, MgAT +1, Speed +1, causes Undead, prevents Invitation
Defense Ring	0	0	5000	Cures Sleep and Death Sentence
Magic Ring	0	0	10000	Cures Silence and Berserk
Reflect Ring	0	0	10000	Reflects magic

Robes (Knight, Priest, Wizard, Time Mage, Summoner, Mediator, Oracle, Geomancer, Lancer, Samurai, Calculator)

Item	HP+	MP+	Price	Notes
Black Robe	60	30	13000	Enhances Fire, Ice and Thunder damage
Chameleon Robe	40	28	5000	Cures Dead
Black Robe	60	30	13000	Enhances Fire, Ice and Thunder damage
Light Robe	75	50	3000	

Robes (Knight, Priest, Wizard, Time Mage, Summoner, Mediator, Oracle, Geomancer, Lancer, Samurai, Calculator), continued

Item	HP+	MP+	Price	Notes
Linen Robe	10	10	1200	
Robe of Lords	100	80	Dungeon	AT strength +2, MgAT +1, casts Protect and Shell
Silk Robe	20	16	2400	
White Robe	50	34	9000	Halves Fire, Ice and Thunder damage
Wizard Robe	30	22	4000	MgAT +2

Rods (Wizard, Summoner, Oracle)

Item	Attack Pow.	Evade%	Price	Notes
Dragon Rod	5	20	12000	Steal from Blue Dragon
Faith Rod	5	20	Dungeon	Casts Faith
Flame Rod	3	20	400	Fire-elemental
Ice Rod	3	20	400	Ice-elemental
Poison Rod	3	20	500	Casts Poison
Rod	3	20	200	
Thunder Rod	3	20	400	Thunder-elemental
Wizard Rod	4	20	8000	MA Strength +2

Shields (Knight, Archer, Geomancer, Lancer)

Item	Phys.Evade%	MgEvade%	Price	Notes
Aegis Shield	10	50	10000	MgAT +1
Bronze Shield	16	0	1200	
Buckler	13	3	700	
Crystal Shield	40	15	21000	
Diamond Shield	34	15	12000	
Escutcheonn	10	3	400	
Flame Shield	31	0	6500r	
Genji Shield	43	0	Steal from Elmdor	
Gold Shield	25	0	3500	

Shields (Knight, Archer, Geomancer, Lancer), continued

Item	Phys.Evade%	MgEvade%	Price	Notes
Ice Shield	28	0	6000	
Kaiser Plate	46	20	Dungeon	

Shields (Knight, Archer, Geomancer, Lancer), continued

Item	PhysEvade	MgEvade	Price	Notes
Mythril Shield	22	5	2500	
Round Shield	19	0	1600	
Platina Shield	37	10	16000	
Venetian Shield	50	25	Dungeon	

Shoes (All)

Item	Price	Effect
Battle Boots	1000	Move +1
Feather Boots	2500	Causes Levitate
Germinas Boots	5000	Move +1, Jump +1
Hermes Shoes	7000	Speed +1
Red Shoes	1000	MgAT +1, Move +1
Rubber Shoes	1500	Prevents Cures Don't Move
Spike Shoes	1200	Jump +1

Shuriken (Ninja)

Item	Attack Pow	Price
Magic Shuriken	7	300
Shuriken	4	50
Yagyu Darkness	10	1000

Spears (Lancer)

Item	Attack Pow	Evade	Price	Notes
Dragon Whisker	17	10	44000	Steal from Red Dragon
Holy Lance	14	10	36000	Holy-elemental
Javelin	8	10	1000	
Mythril Spear	10	10	4500	
Obelisk	12	10	10000	
Partisan	11	10	7000	
Spear	9	10	2000	

Staffs (Priest, Time Mage, Summoner, Oracle)

Item	Attack Pow	Evade	Price	Notes
Gold Staff	6	15	7000	
Healing Staff	4	15	4000	HP recover

Staffs (Priest, Time Mage, Summoner, Oracle)

Item	Attack Pow.	Evade%	Price	Notes
Mace of Zeus	6	15	Battle	AT +2, MgAT +1
Oak Staff	3	15	120	
Rainbow Staff	5	15	2200	
Sage Staff	7	15	Dungeon	
White Staff	3	15	800	Cures Death Sentence
Wizard Staff	4	15	4000	MgAT +1

Sticks (Oracle, Calculator)

Item	Attack Pow.	Evade%	Price	Notes
Battle Bamboo	7	20	1400	
Cypress Rod	6	20	1000	
Gokuu Rod	10	20	7500	Causes low Faith
Iron Fan	9	20	4000	
Ivory Rod	11	20	10000	
Musk Rod	8	20	2400	
Octagon Rod	12	20	20000	Cures many ailments
Whale Whisker	16	20	37000	Steal from Tiamat

Swords (Squire, Knight, Geomancer)

Item	Attack Power	Evade%	Price	Notes
Ancient Sword	9	5	5000	Adds Don't Act
Blood Sword	8	5	2500	Drains enemy HP
Broad Sword	4	5	200	
Coral Sword	5	5	3200	Lightning Elemental
Diamond Sword	10	10	8000	
Ice Brand	13	10	14000	Ice elemental, random Shiva summoning
Iron Sword	5	10	500	
Long Sword	5	10	500	
Materia Blade	10	10	–	Found in Chapter 4 stages
Mythril Sword	7	8	1600	
Nagra Rock	1	50	10	Adds Frog
Platinum Sword	12	10	11000	
Rune Blade	14	15	20000	MG Strength +2
Sleep Sword	9	5	5000	Adds Sleep

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ABOUT THE AUTHORS

Brett Skogen has worn many hats in the gaming industry: editor, reviewer, game producer, and marketing specialist. He wrote Hexen II Official Strategies & Secrets and was a contributor to the PlayStation Ultimate Strategy Guide, both from Sybex.

Ronald Wartow is a long-time role-playing game enthusiast and the author of over 10 game books, including Final Fantasy VII Ultimate Strategy Guide for Sybex. He lives in southern California, where he also writes manuals for computer games.

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